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PERSONALITY DISORDER AND SOMETHING ELSE....

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Objective: to report on the unusual coexistence of personality disorders with opthalmic, neurological and endocrinology signs.
Method: A follow-up study over three years (1993-1996) was carried out. Clinical investigation involved psychiatric, psychological, ophthalmologic, neurological, endocrynologic, and genetic examination. The patient was a 22 year old female student of law.
Results: Repeated psychological and psychiatric examination revealed a schizoid personality without signs of psychotic compensation. Somatic masculine aspects of the patient suggested additional research. The following changes were also observed: neurological, anizocoria (R>L), ophthalmologic, OU goniodysgenesis, OS Chandler's syndrome, endocrine, hyperprolactiemia. CT of the brain and MRI were normal.
Conclusion: Somatic abnormalities marked in a case of schizoid personality disorder suggest that all such patients should be carefully somatically examined.

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PERSONALITY, PSYCHOPATHOLOGICAL DISTURBANCES AND FAMILY CIRCUMSTANCES IN COMPUTER GAME PLAYERS

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Computer games have become a sociological phenomenon of children and adolescents some playing excessively or even pathologically spending many hours a day in front of the screen. They neglect their duties, studies, and experience character changes. Excessive dependence in the future could become 'electronic LSD' for society. The phenomenon is seen especially in countries with high access to computer media. This study researches those who play excessively, pathologically and frenetically, searching for adventures and self-realization through computer games.
2678 pupils from 19 secondary schools in Cracow were investigated. 56% were involved in playing computer games (78% of male pupils and 40% of female pupils). Boys spend more time playing than girls. 26 boys spent 5 hours or more a day (3% of the male population), and 6 girls (1% of the female population investigated). In the second stage of research we investigated personality, psychopathological disturbances and family structure of the selected group of excessive game players. Signs of anxiety, depression and agrression are described in the population investigated.

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VIRTUAL REALITY: A USEFUL TOOL TO EXPLORE VIGILANCE AND ATTENTIONAL FUNCTIONS

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It is more and more admitted that the studies about attention or cognitive functions involving treatment of incoming information must take account very carefully of target information but also of messages generated by the context. Lots of work has been done about context and capacity of extracting pertinent information. But until now little was done to control the input of sensorial messages and the parasite stimuli. In this study we tried to enhance the control of the stimulus and what is more important, to recreate and control the environment where the target stimulus was delivered. We try to isolate totally subjects from environmental stimuli using virtual reality (VR) hardware and software. We are now trying to interface VR hardware with known and validated tools exploring various attention modalities. In the first step of our studies we will impose on the subject a static environment. In a second development phase we plan to render subjects free to explore virtual environments thus allowing us to study the cognitive and psychomotor strategies used to collect pertinent information in a controlled environment.

Personality, psychopathological disturbances and family circumstances in computer game players
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