

TRU Project

2015-2017

Accessible Dependent Treatment for Adolescents

Goals for the project

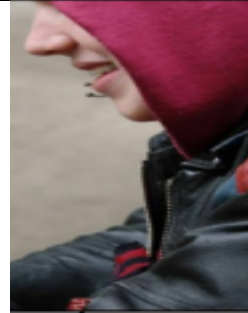
Target Group

To give adolescents with needs for:

- ✓ Necessary and current help to complete their education and work
- ✓ Necessary assessment and treatment
- ✓ Real involvement

Adolescents who:

- ✓ Have abuse problems
- ✓ Have mental health issues
- ✓ Too much data gaming
- ✓ Social problems
- ✓ Crime



Dialogue Café at School

Collaboration with others



Stimulate thoughts, reflections and views about the things adolescents wonder about

- ✓ In collaboration with adolescents



Gaming as an adolescent culture & a virtual social phenomenon or gaming as a problem

- Preoccupied with data games
- Use too much time playing
- Avoid thinking about other things
- Can not stop
- Withdrawal symptoms
- Conflict with others (parents, friends)
- Avoid doing other things (eg school, work, homework, sports, hobbies) so they can play?



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