

**IGCCB CONTINUING EDUCATION TRAINING PROGRAM**

**INITIAL AND RENEWAL APPLICATION**

Thank you for your interest in providing training programs and continuing education for the International Gambling Counselor Certification Board (IGCCB) certifications and certificates. The Board reviews and approves training program applications for all of our certifications and certificates. Our certifications and certificates require in-depth educational content to uphold the highest standards for professionals in the gaming and gambling disorder fields. The purpose of requesting approval is to ensure the training programs provide educational content that matches our educational training outlines. By seeking approval, your training program will be IGCCB certified and professionals can attend your trainings with confidence as they pursue or continue to maintain their certifications.

We will review all training programs, not individual providers, to determine the following:

1. The contents of the program correspond with our required educational outline
2. The presenter/trainer has sufficient knowledge and expertise in the topics being taught
3. The training uses up-to-date research and other evidence-based information that promotes competency in the fields of gaming and gambling disorders
4. The training program meets adult learning instructional design
5. Quizzes and/or Post Tests evaluate the individual attendees’ mastery of knowledge
6. Homework or other assignments further the knowledge to application for the individual attendees
7. And the training programs increase the number of professionals learning about or pursuing certification in the fields of gaming and gambling disorders

The approval covers the training program for 12-months after the approval date. All approved training programs will be listed on the IGCCB website with a link to the Organization/Presenter website for more information and registration. IGCCB is not responsible for answering questions related to any training programs.

Included in the application pack are the application form, fee schedule, and educational crosswalk form that corresponds with each certification. Please allow 4-6 weeks for the IGCCB to process your application. Email training@igccb.org with any questions.

Sincerely,

IGCCB Training Approval Committee

**Introduction**

Thank you for your interest in providing training programs that support the IGCCB training requirements for its certifications and certificates. The IGCCB reviews and approves all types of training programs that meet our requirements for Continuing Education (CE). The purpose of this approval process is to maintain a high standard of training quality, across the globe, that promotes the most up-to-date and evidence-based information to all attendees and members.

**Grandparenting**

As of August 2020, we have assumed the role of approving all trainings that support our certifications and certificates. We understand that many training programs were already approved through the National Council on Problem Gambling (NCPG) Education Committee. We will honor all approvals from this Committee through June 30 of 2021.

We charge by the CE Hour depending on your membership (ICGC, ICOGS, IGDC, BACC) with the IGCCB. $10 for non-members and $7 for members. *For example: Level 1 30-hour course is $210 when trainer is ICGC or $300 when trainer is not IGCCB certified.* There will be an opportunity of 2 renewals with one initial application before needing to reapply (every 3 years).

**Training Approval Requirements (Summary)**

Please submit the following for review/approval:

* Course Title
* Course Description
* Presenter(s) Names and credentials
* Presenter(s) CV
* Language format (English, French, etc.)
* Course Length (1+, 15, 30, or 60 hours)
* Designated Certification or Certificate (ICGC, ICOGS, IGDC, Clergy)
* Training Objectives and Learning Outcomes
* Training Features
	+ Video
	+ Slides
	+ Quizzes
	+ Case formulation
	+ Synchronous / Asynchronous (Instructor-led or Self-paced)
	+ Homework and/or other project-based learning
* Completed Crosswalk to Training Outline for the certification or certificate
* Any other features or services provided (Study group, BACC meetings, etc.)
* Platform used for the course, if applicable

Examples include: Zoom, Thinkific, Teachable, Canvas

* Post-Test
* Course Evaluation that includes instructor evaluation and content evaluation

**IGCCB CONTINUING EDUCATION TRAINING PROGRAM**

**INITIAL AND RENEWAL APPLICATION**

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| --- |
| APPLICANT INFORMATION |
| Contact Name:       |
| Are you applying as the Trainer/Presenter? | [ ]  Yes [ ]  No |
| Are you applying on behalf of the Trainer/Presenter? | [ ]  Yes [ ] No |
| Job Title:       | Email:       |
| Phone:       | [ ]  Work [ ]  Cell |
| Is the Presenter a member of IGCCB?[ ]  Yes [ ]  No | What certifications does the presenter have? | [ ]  IGCG-I[ ]  ICGC-II[ ]  BACC[ ]  IGDC |
| ORGANIZATION INFORMATION |
| Organization Name:       | Website:       |
| Address:       |
| City/Town:       | State/Province:       | Zip:       |
| Country:       |
| TRAINING INFORMATION |
| Course Title:       |
| Brief Course Description:       |
| Is this training: | [ ]  Initial Application | [ ]  Renewal Application |
| [ ]  Virtual (online/webinar) | Start Date:       | Platform/Software:       |
| [ ]  In-Person | Training Date(s):      | Location:      |
| Frequency of the training: | [ ]  One-Time | [ ]  Recurring |
| Training for designated Certification or Certificate: |
| [ ]  IGDC (Gaming) |  |
| Total hours/CEs: |       or | [ ] 15  |
| REQUIRED PRESENTATION MATERIALS |
| *Please provide documentation from the following list in a separate document:* |
| [ ]  Presenter(s) CV or Resume |
| [ ]  Training Title and Description including educational offering (workshop, conference, webinar, etc.)  |
| [ ]  Training Objectives and Learning Outcomes |
| *Training Features*: | [ ]  Video, slides[ ]  Quizzes[ ]  Case formulation and presentation[ ]  Homework and other project based learning | Virtual Only:[ ]  Synchronous (Instructor-Led)[ ]  Asynchronous (Self-Paced)  |
| *Virtual Only:* | You will need to provide a guest account/login to the course for verification      |
| If virtual, please provide a link to log into the course:       |
| [ ]  Completed Educational Crosswalk Form (see Education Crosswalk form) |
| Language: | [ ]  English | Other:       |
| [ ]  Post-Test[ ]  Course Evaluation that includes instructor evaluation and content evaluation |
| TRAINING PROGRAM AGREEMENT |
| *Please initial each statement indicating that you are in agreement:* |
|       I/We agree to follow the IGCCB educational training outline in our program |
|       I/We agree to promote the importance of IGCCB certifications and certificates in the problem gaming and gambling fields.  |
|       I/We agree to utilize trainers and presenters whose credentials and qualifications demonstrate expertise and knowledge in gaming and gambling disorders |
|       I/We agree that our trainers possess work experience that make them relevant to the topics they are presenting |
| By initialing the statement above, and signing below, we agree to provide educational programming that upholds the IGCCB criteria for meeting the educational requirements of designated certificates and certifications. |
| Electronic Signature:       | Title:      |
| Print Name:       | Date:      |

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| IGCCB CONTINUING EDUCATION TRAINING PROGRAM |
| APPLICATION FEE (choose one) |
| [ ] $7/CE x       hours (7 x 30 hours = $210) | IGCCB Certified Professional  |
| [ ]  $10/CE x       hours (10 x 30 hours = $300) | Non-IGCCB Professional |
| Total:       amount included  |
| PAYMENT  |
| Please provide name of authorized person that can pay invoice by debit/credit card. Invoice will be emailed to authorized person.  |
| Authorized Person:       |
| Email:       |
| Electronic Signature:       | Date:       |

### International Gaming Disorder Training Outline (IGDC) (15 hours)

Course Name:

| **Educational Topic** | **Location in the Training (PowerPoint, Exercise, Quiz, Video, etc.)** | **Additional Comments** |
| --- | --- | --- |
| 1. Basic Knowledge of Problem and Disordered Gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Introduction to Gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. What are digital games?
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Game types
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Gaming history
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Gaming industry
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Gaming design
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Gaming innovations
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Definitions of Gaming Disorder
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. World Health Organizations
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. DSM-5
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Defining addiction
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Relationship to Gambling
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Distinction from Substance Use Disorders
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Distinction within Behavioral Process Disorders
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Problematic & Disordered Gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Terminology
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Etiology and Progression of the Disorder
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Prevalence of gaming problems
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Risk factors
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Individual differences
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. External factors
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Gaming-related factors
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Profiles of problem gamers
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Cognitive Features of Gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Human-game interaction
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Differentiation and similarity with gambling
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Attitudes toward gaming, play and digital spaces
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Interpersonal and intrapersonal conflict
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Meaning, purpose and role of Gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Psycho Spiritual Implications of Gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Transference and Countertransference
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Digital Bias
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Irrational Thinking/Cognitive Distortions
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Cultural Beliefs and Attitudes
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Family system structural implications
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| 1. Gaming Counseling Practice
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Skills for Gaming Counselling
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Engaging and motivating clients with Gaming Disorder
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Therapeutic Alliance
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Appropriate Language
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Motivational Interviewing and Enhancement strategies
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Client and family psycho-education
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Family/concerned others intervention
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Digital Use Management Issues
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Types of digital use
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Digital Boundaries
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Quantity and quality of digital use
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Top and bottom lines of digital use
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Relationship to Substance Use Disorder, Gambling and Mental Health
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Integration of problem gaming into substance use disorder and mental health treatment
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Impact of gaming on recovery from substance use and mental health disorders
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Impact of substance use and mental health disorders on problem gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| 1. Case Formulation
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Core Psychopathology
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Gaming Disorder Models
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Case Formulation Framework
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Screening and assessment
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Internet Gaming Disorder DSM-5 IGD criteria
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Gaming Disorder WHO ICD-11
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Hazardous gaming - WHO ICD-11
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Assessment of gaming pattern and associated problems
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Screening: Choosing the right tools
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Problems with screening
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Frequency of gaming behavior
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Context of gaming and types of games
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Beliefs about games
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Motive for gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Activities that support gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Financial expenditure on games
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Social circumstance of gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Family support or other issues
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Education or employment issues
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + - 1. Health problems and psychological problems/comorbidity
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Developmental profile
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Reasons for seeking treatment
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Gaming Functions
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Control
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Achievement
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Safety/escape
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Role avoidance
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Interpersonal functions of gaming
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Social distinction
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * + 1. Safe communication
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Clinical case examples
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Treatment goals and expectations
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |
| * 1. Referral Resources and case management
 |       | [ ]  Powerpoint[ ]  Exercises/ Activity / Assignment[ ]  Videos[ ]  Other |

NOTE: 100% of this outline needs to be met if submitting for the entire 15 program hours