

**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