

Abstract – Sudden cardiac arrest and electronic gaming

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While competitive sport and certain high-risk activities are known to precipitate arrhythmic events in susceptible individuals, electronic gaming has not typically been included in the counselling around activities to avoid provided to individuals and families with proarrhythmic diagnoses. Prior to 2022 there were case reports only of the phenomenon of arrhythmic events during electronic gaming in the literature. Last year a multisite international case series of ventricular arrhythmia (or suspected arrhythmia) during electronic gaming in young people and a systematic review of the literature was published.¹ This session will review this topic with a focus on this recent work and the implications it has for children who may be susceptible to cardiac arrhythmic events during electronic gaming, as well as apparently well children who have a cardiac event in this setting. Electronic gaming may represent a previously unrecognised potential trigger for malignant ventricular arrhythmic events in some susceptible individuals.

1. Lawley CM, Tester M, Sanatani S, Prendiville T, Beach CM, Vinocur JM, Horie M, Uhm J-S, Khongphatthanayothin A, Ayers MD, Starling L, Yoshida Y, Shah MJ, Skinner JR and Turner C. Life-threatening cardiac arrhythmia and sudden death during electronic gaming: An international case series and systematic review. *Heart Rhythm*. 2022;19:1826-1833.