

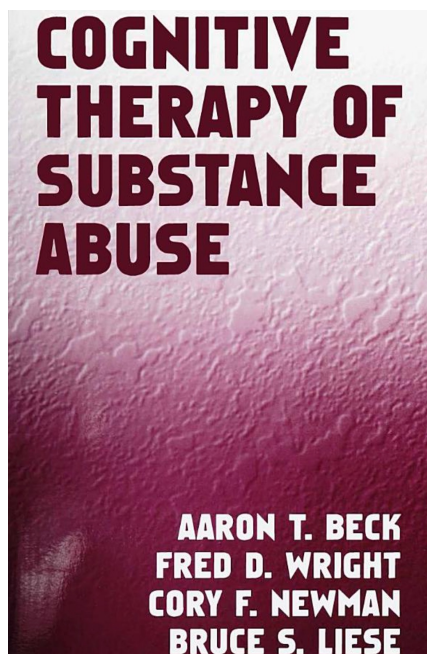
Cognitive-Behavioral Therapy (CBT) for Addictions *Customizing your strategies to meet the needs of people from diverse backgrounds*

*Conference at Desert Diamond Casino
Friday, December 10, 2024*

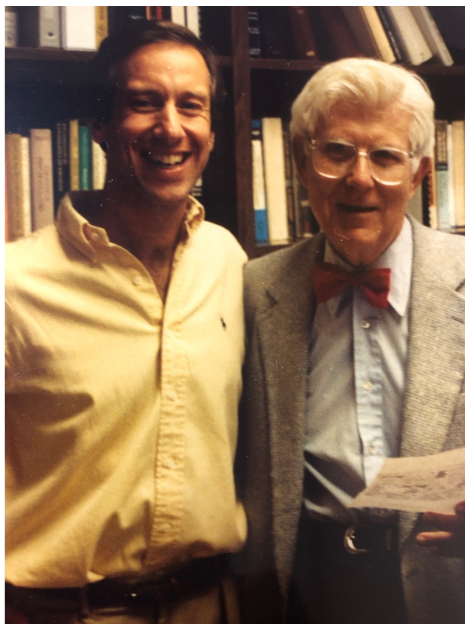
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Back in 1993...



Back in 1993...



Addictions back in 1993...

- Cocaine epidemic (crack) “Greatest threat to the United States”
- Patients labeled “drug addicts” and “alcoholics”
- Stereotypes ubiquitous (addiction associated with race, class, etc.)
- DSM-IV - Substance abuse and dependence (dichotomous, legal)
- Each addiction (e.g., alcohol, nicotine, heroin) considered unique, different, and often stereotyped
- The sole aim of treatment was abstinence
- Focused on relapse prevention

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CBT back in 1993...

Misconceptions:

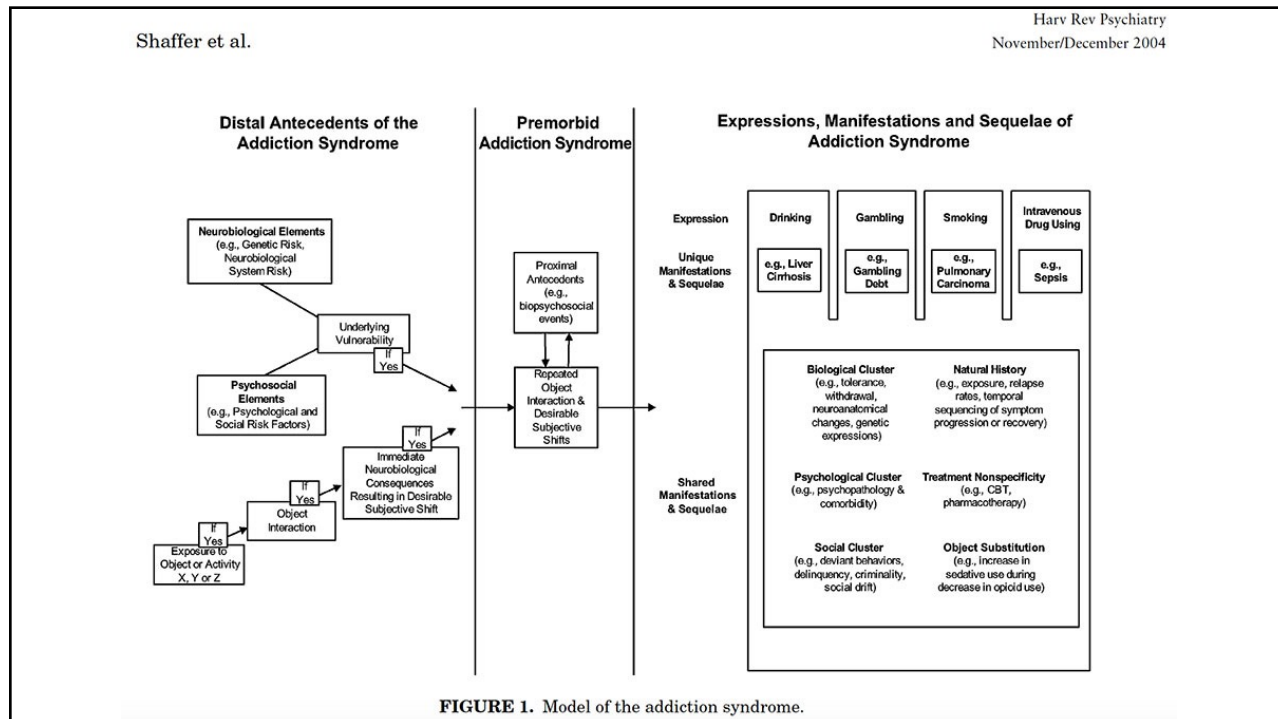
- CBT is superficial and mechanistic
- CBT focuses on symptoms, ignores personality
- CBT ignores importance of early life experiences
- CBT ignores interpersonal relationship factors
- CBT minimizes the therapeutic relationship
- CBT ignores motivational issues
- CBT disregards emotion
- One size fits all

Gluhoski (1994). Misconceptions of cognitive therapy. *Psychotherapy*, 31(4), 594-600.

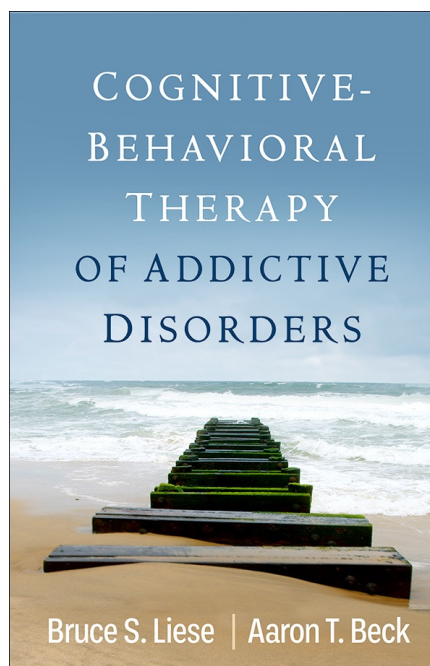
Addictions today: Changes and Advances

- Opioid epidemic; alcohol and nicotine use continue to cause high morbidity and mortality rates; cannabis increasingly accessible
- We are more aware of stigmatizing behaviors and language
- There is extensive data to recognize diversity and refute stereotypes
- DSM-5 – craving added, legal problems removed, behavioral addiction recognized, diagnoses on a continuous scale (mild, moderate, severe)
- We realize there's more to treatment than preventing relapse
- It's understood that clients/patients should determine their own goals
- MI has contributed to emphasis on collaboration
- Addiction Syndrome helps to understand diversity

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In 2022...



What we know today...

- Addictions are complex and diverse
- People with addictions are complex and diverse
- Individual differences, developmental history, culture, context, and coexisting mental health problems are relevant and important
- Interpersonal processes between provider and consumer matter (i.e., the therapeutic relationship)
- Clients deserve careful, respectful, empathetic, unbiased attention
- Motivation and emotion regulation are central to understanding clients
- Provider flexibility is vital, essential, necessary

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DSM-5 Substance-Related and Addictive Disorders

- DSM-IV (1994-2013) addictions were categorized as *Substance Abuse and Dependence*. No mention of behavioral addictions
- DSM-5: *Substance-Related and Addictive Disorders*
- *Continuous scale* introduced: mild (2-3 criteria), moderate (4-5 criteria), and severe (6 or more criteria)
- Term *addictive disorders* added; abuse and dependence removed
- *Craving* was added; Legal problems removed
- *Gambling* added as first behavioral addiction
- *Internet gaming disorder* added to Section III

Diagnostic criteria (DSM-5) for chemical addictions

Problematic pattern of use leading to impairment or distress in following areas:

- | | |
|--------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|
| 1) Larger amounts consumed – or taken over a longer period than intended | 6) Continued use despite persistent social/interpersonal problems caused or exacerbated by use |
| 2) Persistent desire or unsuccessful efforts to reduce or control use | 7) Important social, occupational, recreational activities given up |
| 3) Great deal of time spent obtaining, using, or recovering from use | 8) Use when physically hazardous |
| 4) Craving or a strong desire to use | 9) Continued use despite problems |
| 5) Failure to fulfill role obligations (work, school, home, etc.) | 10) Tolerance |
| | 11) Withdrawal |

American Psychiatric Association (2022). *Diagnostic and statistical manual of mental disorders* (5th ed., text rev.).

Ten Classes of Drugs

- | | |
|------------------|---------------------------|
| 1) Alcohol | 6) Opioids |
| 2) Caffeine | 7) Sedatives, anxiolytics |
| 3) Cannabis | 8) Stimulants |
| 4) Hallucinogens | 9) Tobacco |
| 5) Inhalants | 10) Other |

Diagnostic criteria (DSM-5) for gambling

Problematic pattern leading to impairment or distress in following areas (4+):

- | | |
|----------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|
| 1) Needs to gamble with increasing amounts of money to achieve same level of excitement | 5) Gambles when distressed |
| 2) Restless, irritable when trying to cut down or stop gambling | 6) Returns after loss (chasing the high) |
| 3) Repeated unsuccessful attempts to control, cut down, or stop gambling | 7) Lies to conceal extent of gambling |
| 4) Preoccupied with gambling (e.g., persistent thoughts, planning next venture, reliving gambling experiences) | 8) Has jeopardized or lost significant relationship, job, educational, or career opportunity due to gambling |
| | 9) Relies on other to provide money to relieve desperate financial situations caused by gambling |

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DSM-5 (Section III) – Internet Gaming Disorder

Problematic pattern leading to impairment or distress in following areas (4+):

- | | |
|-----------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|
| 1) Preoccupation with Internet games. | 6) Continued use despite known problems. |
| 2) Withdrawal symptoms when taken away. | 7) Has deceived family, therapists, or others regarding amount of gaming. |
| 3) Tolerance—need for increasing amounts of time engaged in Internet games. | 8) Internet games to escape or relieve a negative mood (eg, loneliness, anxiety). |
| 4) Unsuccessful attempts to control the participation in Internet games. | 9) Has jeopardized or lost a significant relationship, job, or educational or career related in Internet Gaming. |
| 5) Loss of interests in previous hobbies, etc | |

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Six Core Components of Addiction

1. Salience – Importance; dominates thoughts, feelings, behaviors
2. Mood modification – Addictive behavior induces a desired state
3. Tolerance – Increase needed for same effect
4. Withdrawal symptoms – Unpleasant feelings and physical effects when activity is stopped or reduced
5. Conflict – Intrapersonal discomfort (e.g., anxiety, depression, guilt, shame, desperation); Interpersonal relationship problems
6. Relapse – Repeated slips or lapses; return to addictive behavior

Griffiths, M. (2005). A 'components' model of addiction within a biopsychosocial framework. *Journal of Substance Use*, 10(4), 191-197.

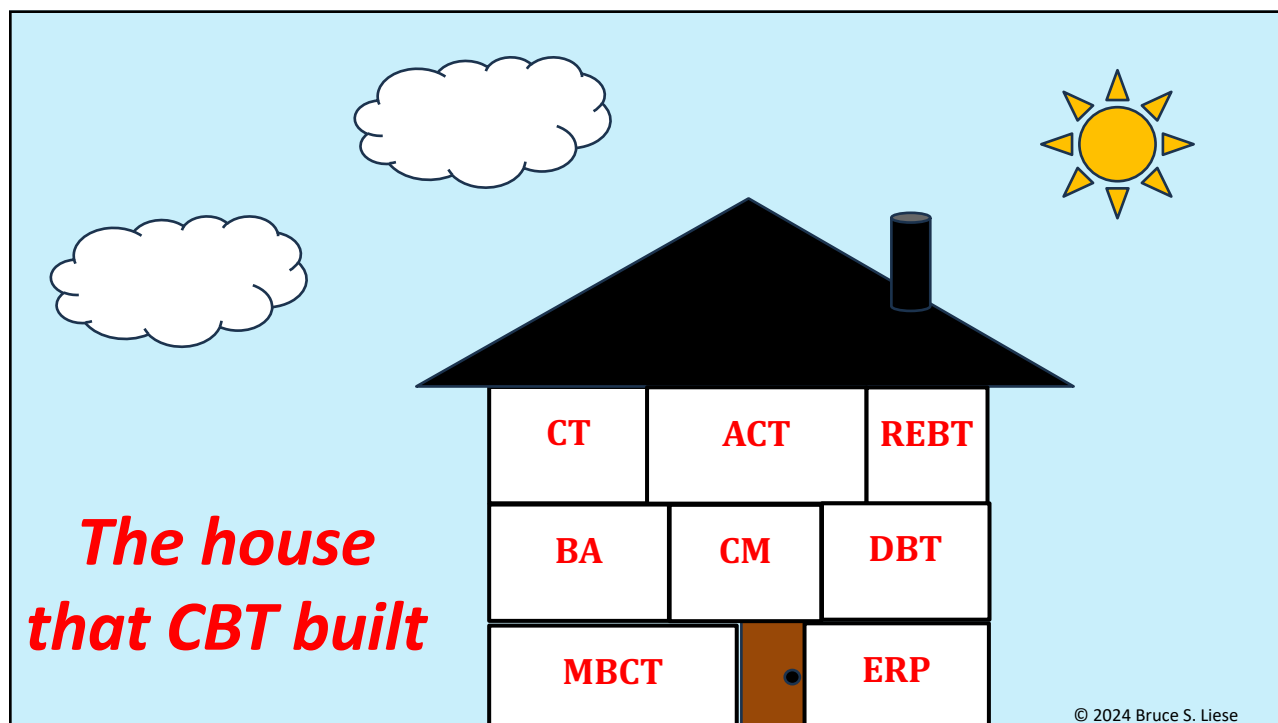
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What is CBT?

CBT is not a single approach to therapy;
CBT is comprised of many brands with more similarities than differences

- Cognitive Therapy (CT)
- Acceptance and Commitment Therapy (ACT)
- Rational Emotive Behavior Therapy (REBT)
- Behavioral Activation (BA)
- Contingency Management (CM)
- Dialectical Behavior Therapy (DBT)
- Cognitive Processing Therapy (CPT)
- Mindfulness-Based Cognitive Therapy (MBCT)
- Exposure and Response Prevention (ERP)

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Therapist focus influenced by CBT “brand”

- CT Schemas, basic beliefs, conditional beliefs, ATs
- ACT Psychological flexibility, acceptance, commitment
- REBT Maladaptive thoughts, cognitive distortions
- BA Values and corresponding behaviors
- DBT Emotion regulation, distress tolerance, surviving crises
- MBCT Mindfulness, awareness, being present
- ERP Exposure and response prevention

CBT Content and Process

Content

What is to be discussed for the purpose of facilitating change (especially symptoms)

Process

How change is facilitated in session (e.g., interpersonal and intrapersonal dynamics)

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CBT content: What is to be changed

Examples of clinical content areas (symptoms, skill deficits, etc.):

- Behavior change
- Emotion regulation
- Decision-making skills
- Problem-solving skills
- Self-compassion
- Improved judgement
- Interpersonal skills
- Mindfulness, awareness
- Relapse prevention
- Harm reduction

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CBT process: How change is facilitated

Five essential components of CBT:

Collaboration/alliance
Case conceptualization
Structure
Psychoeducation
Standardized Techniques

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Patients' *goals* influence content and process

Substantial variability across patients' goals, including:

- Modification of addictive behaviors (e.g., abstinence, harm reduction)
- Feeling better
- Improving relationships
- Acquiring coping skills
- Receiving support from therapist and/or group
- Self-acceptance, self-forgiveness, self-understanding, etc.
- Resolving legal obligations
- Repairing broken family bonds

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CBT case conceptualization

- Collection and integration of clinically relevant information *as an iterative process*
- Identification of problems and change targets
- Ongoing and ever-evolving hypothesis formulation and testing
- Influenced by theoretical model, professional and personal life experiences
- Vital to therapy; everything else depends on it
- Requires substantial attention, organizational skills, and effort

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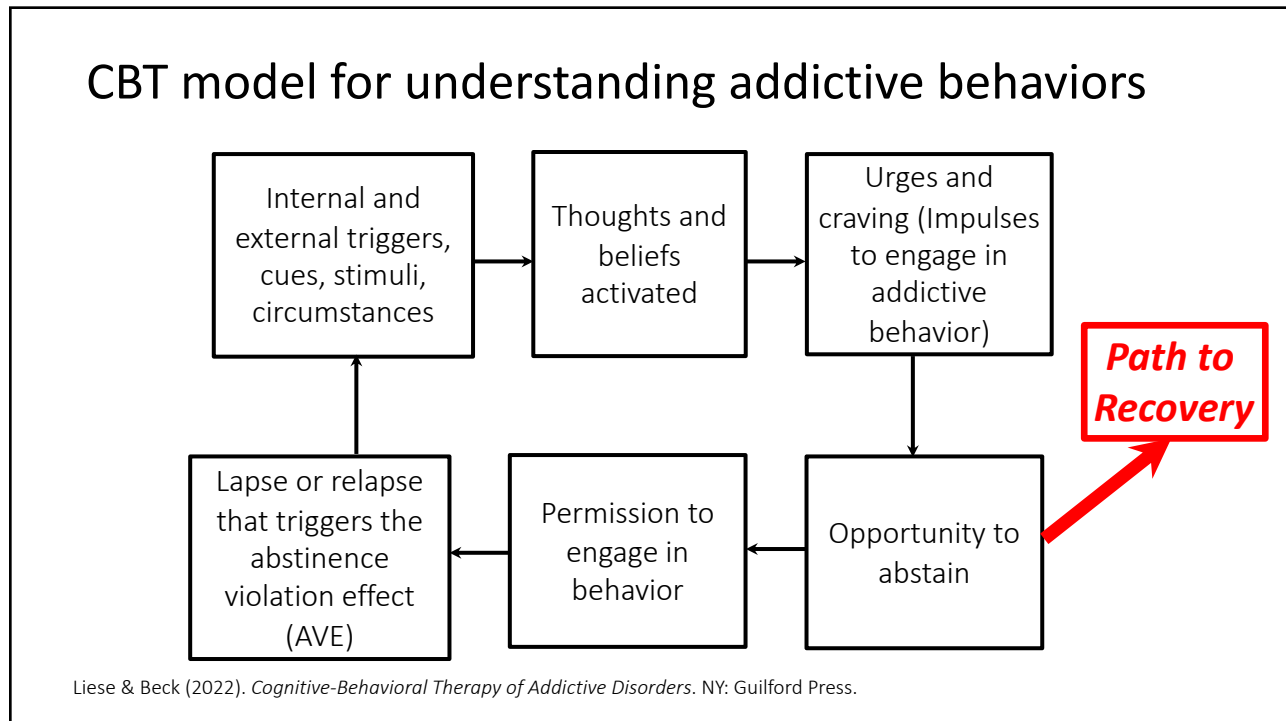
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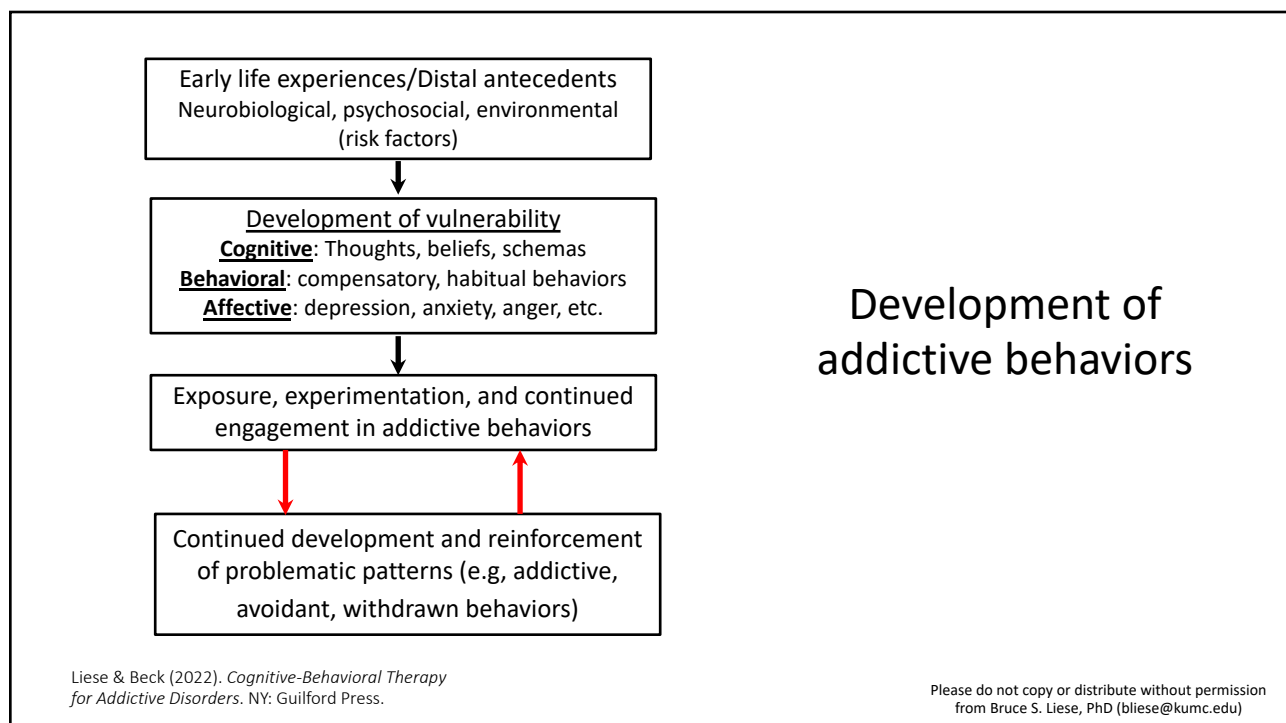
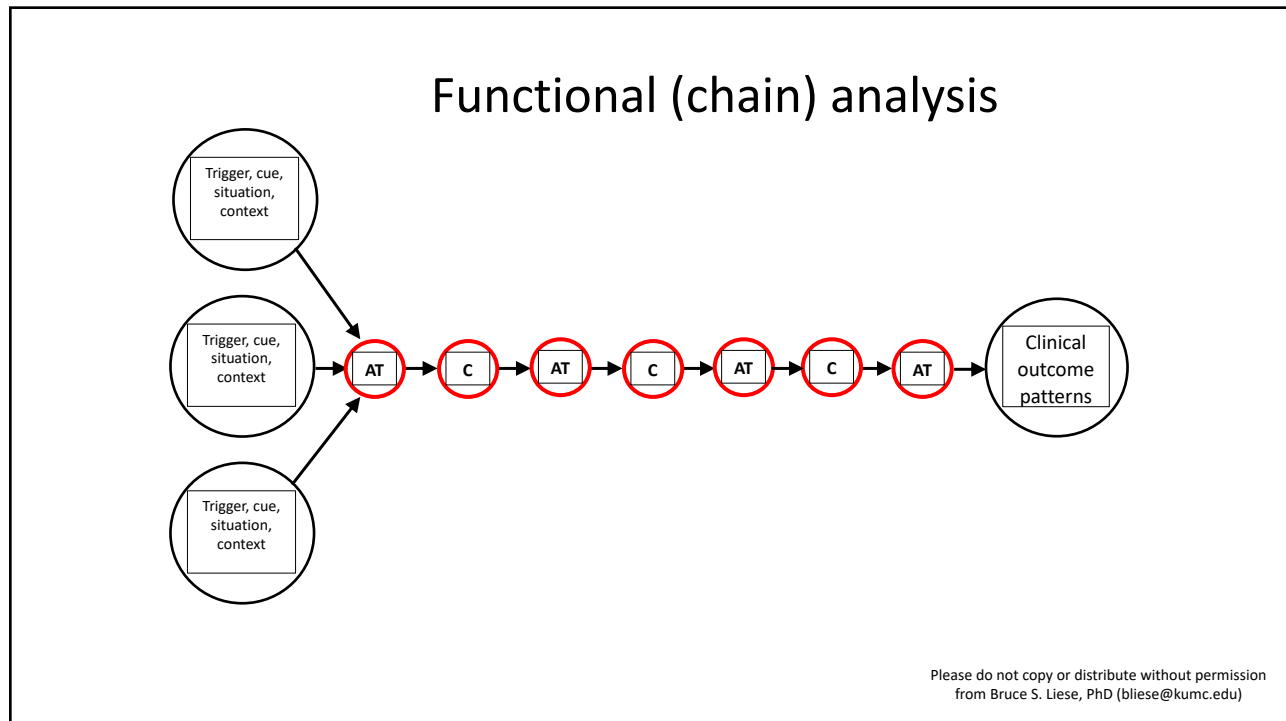
CBT case conceptualization requires attention to cognitive *content* and *process*

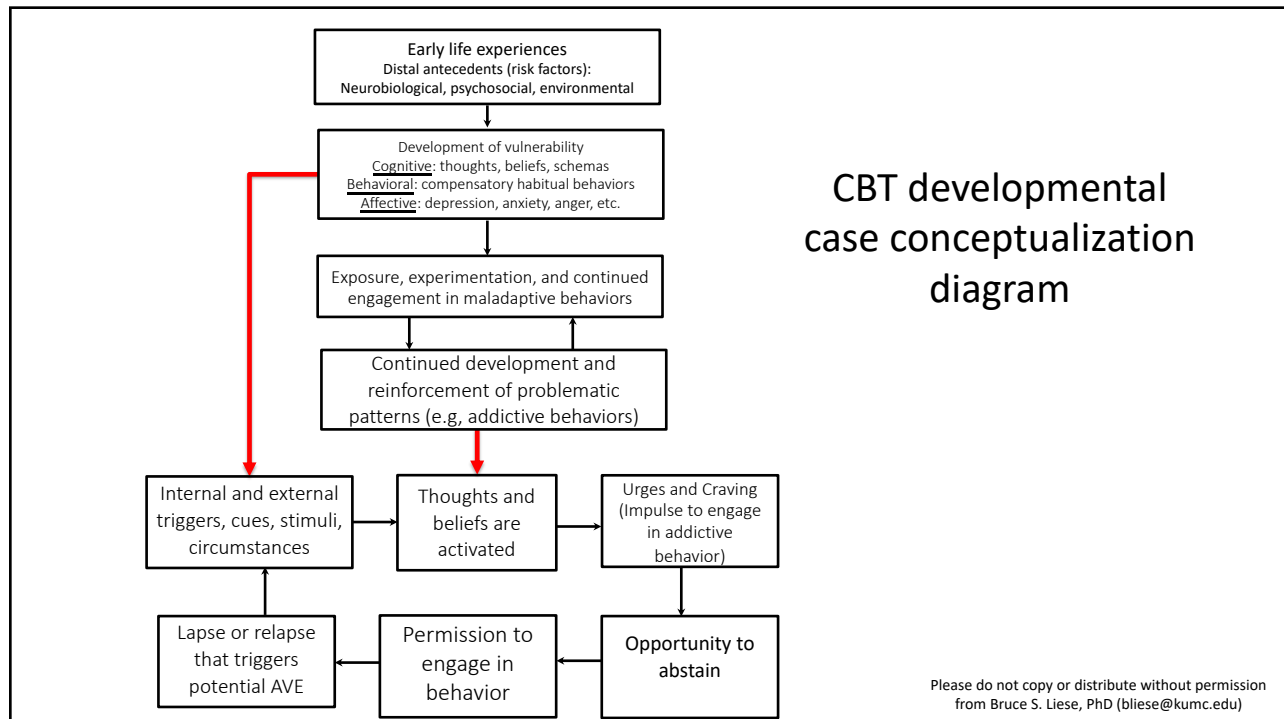
- Content (*what* patients/clients think): e.g., automatic thoughts, basic beliefs, conditional beliefs, schemas
- Processes (*how* patients/clients think): e.g., ability to focus, psychological mindedness (insight), mindfulness, cognitive flexibility, inhibitory skills, experiential avoidance

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CBT case conceptualization

1. Primary problems: Addictive behaviors, depression, anxiety, etc.
2. Social/environmental/health/cultural context: Current living situation; close relationships; sociocultural factors; economic circumstances; legal or safety concerns; Social Determinants of Health; community norms and expectations
3. Distal antecedents: Neurobiological, genetic, cultural, family, community, environmental influences
4. Proximal antecedents: Current internal and external cues, triggers, high-risk situations (circumstances, situations, physical conditions)
5. Cognitive processes: Relevant beliefs and thoughts; values, mindfulness skills; principles; cognitive distortions

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CBT case conceptualization

6. Affective processes: Predominant emotions, feelings, moods, physiologic sensations; distress tolerance; emotion regulation skills
7. Behavioral patterns: Adaptive versus maladaptive behaviors; coping versus compensatory strategies; committed actions
8. Readiness to change and associated goals: Precontemplation, contemplation, preparation, action maintenance
9. Integration of the data: Salient processes and patterns; causal relationships between context, thoughts, feelings, behaviors
10. Implications for treatment: Strategies and techniques, based on data and hypotheses

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Cognitive effort

- Understanding **cognitive effort** provides a key to understanding addiction and change
- Cognitive effort varies, depending on the load placed on it
- Simple functions place little load on people – ease
- The function of habits is to limit ease (reduce) cognitive effort
- Complex functions place heavy loads on people – strain
- Cognitive strain is experienced as work, effort, fatigue
- Meaningful change requires substantial cognitive effort
- All good therapy requires cognitive effort (often underestimated)

Kahneman, D. (2011). *Thinking Fast and Slow*. New York: Farrar, Straus and Giroux.

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System 1 thinking

- Automatic, fast, effortless, involuntary, reflexive, intuitive (scans)
- Biased to believe and confirm, suppress doubt
- Generates impressions, feelings, judgments
- Focuses on existing evidence and ignores absent evidence
- Responds more strongly to losses than gains (loss aversion)
- Seeks simple answers (i.e., heuristics) to complex questions
- Substitutes easy questions for difficult ones
- When System 1 thoughts are reinforced, they become core beliefs

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Heuristics

- System 1 short cuts that ease cognitive load
- Typically helpful, but not always
- Numerous categories, including:
 - Availability – first thoughts, most easily accessed, “top of mind”
 - Representativeness – assigns membership to categories
 - Framing – How stories are told influences perspective
 - Affect – Emotional reasoning; good feelings associated with cognitive ease; bad feelings associated with cognitive strain
 - Anchoring – The information first presented may have disproportionate influence on impressions

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How do heuristics influence clinical impressions?

- Availability – Do you have a clinical specialty? Do you have a home CBT theory or favored CBT model?
- Representativeness – Are there particular diagnoses that are common to your practice?
- Framing – How is the patient's story told? What's highlighted?
- Affect – Do you feel the same with all patients? When do you feel comfortable or uncomfortable with a patient?
- Anchoring – How does the reason for referral or prior diagnoses influence your clinical judgment?

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Cognitive bias

- When heuristics are employed, cognitive biases are inevitable
- Heuristics take multiple forms and provide insight into cognitive biases:
 - Availability – What you see is all there is (WYSIATI)
 - Representativeness – Categories may cause people to prejudge
 - Framing – Underemphasizing or overemphasizing certain facts
 - Affect – Just because it feels right/wrong doesn't mean it is
 - Anchoring – The first facts or ideas may be least important

Heuristics and biases may be activated at first moment of contact

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Cognitive bias and diversity

- Ask most practicing counselors/therapists/clinicians whether:
 - They have biases
 - They are aware of their biases
 - Bias is ever a problem when they're practicing
 - They need training in diversity
- What will they say?
- Most think they're "above average"

Important question related to clinician bias:

"What is your definition of recovery?"

System 2 thinking

- Effortful, deliberate, intentional, reflective, slow
- Activated when cognitive load too much for System 1
- Searches memory
- Associated with attention, concentration, agency, choice
- Works by asking and answering questions
- Not the same as intelligence; more related to rationality
- Many people assume that their System 2 is in charge
- Smart, rational, but lazy

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System 2 might be important when patients...

- Say they are committed to change, but continue the same problematic behaviors – or chronically relapse
- Continually describe barriers to change
- Don't do homework they have agreed to do
- Seem disinterested or detached during sessions
- Say they can't think of anything to work on
- Tell rambling stories and digress when describing problems
- Miss sessions or regularly come late to them
- Trigger therapist boredom, frustration, or detachment

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System 2 is relevant when patients say things like...

- | | |
|-----------------------------|--------------------------------------|
| • "I need to..." | • "I should..." |
| • "I'll try..." | • "Ok...ok...ok..." (intermittently) |
| • "I'll just..." | • "You..." (when it means "I") |
| • "I already tried that..." | • "If you say so." |
| • "Sure." | • "You're the expert." |
| • "Maybe..." | |

Subtext important; may reflect lack of engagement, motivation

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Individual CBT Structure

Agenda: “What do you want to work on?”

Mood

Bridge

Prioritize and discuss items

Guided discovery/Functional analysis

Facilitate skill development

Feedback

Homework

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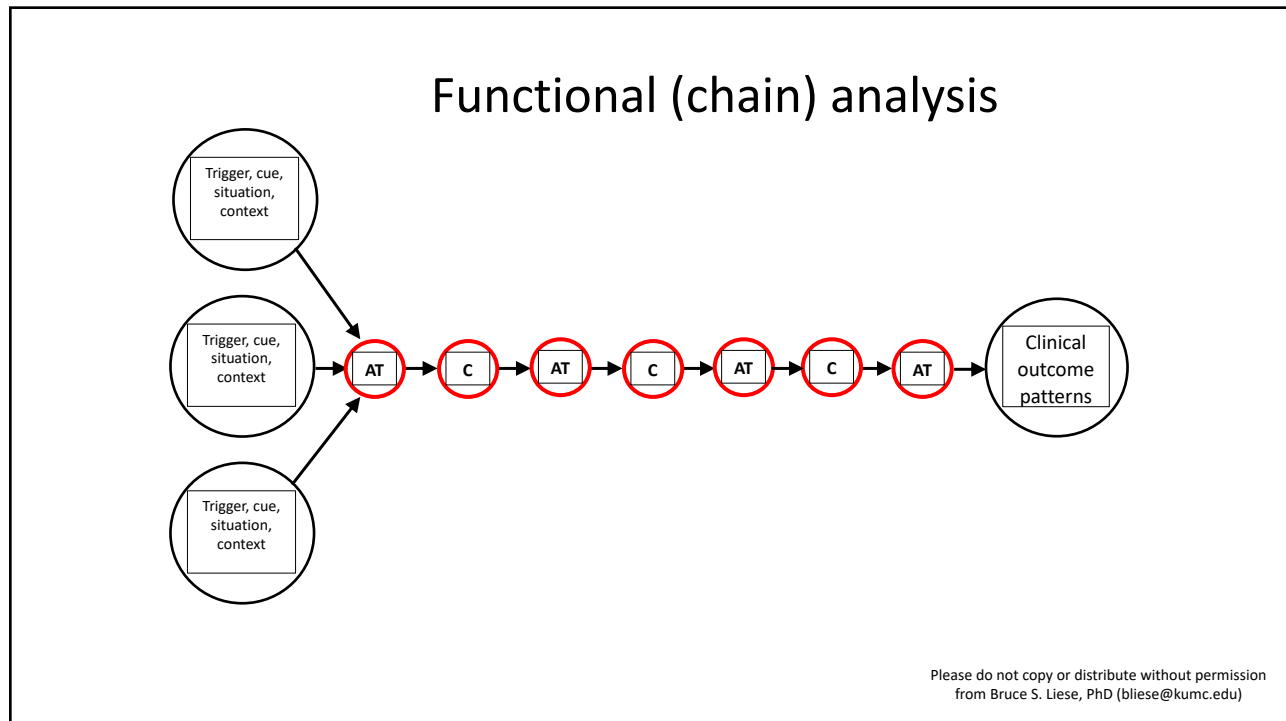
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Cognitive-Behavioral Therapy Techniques

- Functional analysis
- Motivational interviewing
- Stimulus management
- Delay and distract
- Advantages-disadvantages analysis
- Hierarchy of values
- Activity monitoring and scheduling
- Behavioral activation
- Automatic Thought Records
- Acceptance and/or commitment
- Relaxation training
- Mindfulness and meditation training
- Contingency management
- Role playing

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Automatic Thought Record (ATR)

Date and Time	Situations	Emotions (0-100)	Automatic thoughts or related beliefs (0-100%)	Alternative thoughts, beliefs, or responses (0-100%)	New Emotions (0-100)

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Advantages-Disadvantages Analysis

	Continue addictive behavior	Stop addictive behavior
Advantages	<ul style="list-style-type: none">• <i>Relief from tension</i>• <i>Have fun</i>• <i>Forget my problems</i>• <i>Win back some money</i>	<ul style="list-style-type: none">• <i>Feel better about myself</i>• <i>Get family off my back</i>• <i>Improve my health</i>• <i>Might have some \$\$\$ left</i>
Disadvantages	<ul style="list-style-type: none">• <i>I don't like myself</i>• <i>I can't afford it (lose \$\$\$)</i>• <i>Ruins my relationships</i>• <i>Not good for my health</i>	<ul style="list-style-type: none">• <i>Painful craving</i>• <i>Might fail again</i>• <i>No other coping skills</i>• <i>Lose friends</i>

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Summary and conclusions

- Addictions – and the people who suffer from them – are far more complex and diverse than many clinicians realize
- CBT is far more complex and diverse than many clinicians realize
- We (clinicians) tend to overestimate our expertise – and underestimate the work it takes for patients to change
- Rigorous thinking – in System 2 – is essential to effective therapy
- Clinician uncertainty is an asset, rather than a liability
- Hypotheses generation and testing are essential to good therapy
- We benefit from understanding our own heuristics and biases

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Summary and conclusions

- Be cognitively flexible, curious, intentional, deliberate
- Fully understand the complex and nonlinear nature of change
- Continually formulate and revise clinical hypotheses
- Closely attend to context and functions of patient choices
- Identify barriers to change – especially when working with diverse, marginalized, and disadvantaged individuals
- Don't exaggerate skills or expertise; avoid attachment to a brand
- Remember: all brands of CBT provide wisdom and valuable technique; learn and draw from them all

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