

Youth gambling and gaming: Should we really be concerned and do we need more regulation?

Jeffrey L. Derevensky, Ph.D.
James McGill Professor, School/Applied
Child Psychology
Professor, Psychiatry

McGill University
www.youthgambling.com

Responsibility in Gaming Conference
Brussels, October 2019

Definitional confusion & convergence between gambling and gaming

Derevensky & Griffiths (in press), *Journal of Gambling Law*

What's so different today?



© © Jan Raas/dpa Corbis









**Gambling & *gaming* has become
normalized in our society**



\$9.97

\$27.97

\$27.97

\$14.97

Andy Bloch's BLACKJACK Success Set

Ensemble De Succès De BLACK-JACK

NEW! NOUVEAU!

Potentially Earn Millions Playing Blackjack! This MIT Blackjack Team Leader Will Show You How!

Gagnez Potentiellement Millions Jouant Le Black-jack ! Ce Chef D'Equipe De MIT De Black-jack Vous Montrera Comment !

FREE CARD SHUFFLER

MIT team manager, Andy Bloch, aka "The Boss," is featured from MIT Casino workshops and has made millions with his MIT Card Counting Team.

Le directeur d'équipe de MIT, Andy Bloch, aka "Le Boss," est présenté dans des ateliers de MIT et a fait des millions à l'aide de son équipe de Comptage MIT.



\$99.97

BICYCLE

MASTERS POKER SET

ENSEMBLE DE POSES MAÎTRES

Gift Shuffling for Poker: Quantités de poses pour le poker

Players	Shuffles
3-4	270-300
4-5	300-330
5-6	450-500
7-8	675



\$79.97

BLACKJACK Success Set

Ensemble De Succès De BLACK-JACK

NEW! NOUVEAU!

Potential Blackjack Team Leader

Gagnez Jouant D'Equipe Vous M

FREE CARD SHUFFLER

MIT team manager, Andy Bloch, aka "The Boss," is featured from MIT Casino workshops and has made millions with his MIT Card Counting Team.

Le directeur d'équipe de MIT, Andy Bloch, aka "Le Boss," est présenté dans des ateliers de MIT et a fait des millions à l'aide de son équipe de Comptage MIT.



Andy Bloch's BLACKJACK Success Set

Ensemble De Succès De BLACK-JACK

NEW! NOUVEAU!

Potentially Earn Millions Playing Blackjack! This MIT Blackjack Team Leader Will Show You How!

Gagnez Potentiellement Millions Jouant Le Black-jack ! Ce Chef D'Equipe De MIT De Black-jack Vous Montrera Comment !

FREE CARD SHUFFLER

MIT team manager, Andy Bloch, aka "The Boss," is featured from MIT Casino workshops and has made millions with his MIT Card Counting Team.

Le directeur d'équipe de MIT, Andy Bloch, aka "Le Boss," est présenté dans des ateliers de MIT et a fait des millions à l'aide de son équipe de Comptage MIT.



1 Giftwrap-Sleeve
1 Emballage cadeau

1 Giftwrap-Sleeve
1 Emballage cadeau

1 Giftwrap-Sleeve
1 Emballage cadeau

Chocolate poker chips for kids



Poker chips for adults





MERANGUE

Blackjack

Play blackjack anywhere - fits in your pocket, purse or briefcase
Jouer au blackjack n'importe où - s'adapte dans votre poche, sac à main, ou serviette



MERANGUE

POKER

Poker fun anywhere - fits in your pocket, purse or briefcase
L'amusement du Poker n'importe où - s'adapte dans votre poche, sac à main, ou serviette



HIGH CARD HITS

MUSIC FOR PLAYING POKER

Performed By The Quality Singers



◆ The Gambler ◆ Viva Las Vegas ◆ Moonlight Gambler ◆
◆ Rags To Riches ◆ One Night In Las Vegas ◆
Luck Be A Lady ◆ and more...

**Valentine,
You're the
REAL DEAL!**



**Tu fais battre
mon cœur !**





ebay.com (Sept 2, 2019)

- “gambling” 2,431,498 listings
- “poker” 189,506 listings
- “Gaming” 8,488,703 listings



POKER CHIPS



ACCESSORIES

[List All Products](#)

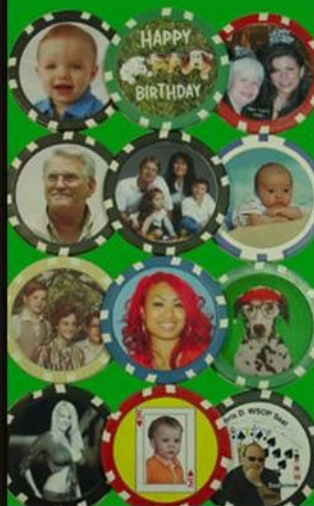
Product Search

[Advanced Search](#)

[Show Cart](#)

Your Cart is currently empty.

Need to send us your photos?
Email them to us at
picchipphoto@cox.net



POKER CHIP PHOTO

Makes a Perfect Gift for:

Anniversaries, Announcements, Birthdays, Business Cards, Custom Card Guards, Holidays, Parties, Wedding Favors -or-

JUST BECAUSE!

Pic-Chip-Photo is a photo shop specializing in putting personal photos quickly onto poker chips. Based out of Las Vegas, Nevada, we were founded in 2005. Our mission is providing a unique and fun, one of a kind custom poker chip of your design. Our chips are affordable and we are not driven to the biggest just the VERY BEST in custom quality.



Satisfaction Guaranteed!

Although, the concept of a personalized photo on a poker chip is not new; the difference between Pic-Chip-Photo and other companies are most bulk distributors require a set-up fee, lengthy wait times and a minimum of 200+ chip purchases. At Pic-Chip-Photo we are quick, reliable and have 'NO' minimum quantity as with bulk distributors. We can make 1 chip to 100 chips quickly and with any picture and any custom design at an affordable price.

Comments about Pic-Chip-Photo...

Poker Chips



+

Photo



=

Poker Chip Photo



Pic-Chip-Photo

Lottery Scratch Cards

BATTLESHIP PROPRETÉ

WIN MORE SHOTS

2 EXTRA TARGETS TO HIT
MAINTENANT : 2 TABLES DE PLUS À TOUCHER, ET PLUS DE BOULETS.

YOUR SHOTS **VOS BOULETS**

WIN UP TO \$50,000 À GAGNER

1 2 3 4 5 6 7 8 9 10

A B C D E F G H I J

TARGET GRID / GRILLE CIBLE

WIN UP TO **4 TIMES** **GAGNEZ JUSQU'À 4 FOIS**

500,000

EXTRA EXTRA

310722-BINGO-BINGO-2 53

311005 21551 016522 4 181

Bingo PROPRETÉ

WIN UP TO \$50,000 À GAGNER

BINGO

9	28	35	55	69
11	18	40	53	75
13	26	FREE	58	63
5	20	38	48	65
3	16	33	52	68

EXTRA NUMBER

?	?	?	?	?
?	?	?	?	?
?	?	?	?	?
?	?	?	?	?
?	?	?	?	?

BINGO

8	24	32	53	67
3	20	35	47	64
9	29	FREE	54	63
1	16	44	56	75
10	26	37	52	68

BINGO

5	28	32	49	67
11	18	35	54	75
4	20	FREE	52	70
3	16	33	50	64
13	25	38	57	65

EXTRA NUMBER

?	?	?	?	?
?	?	?	?	?
?	?	?	?	?
?	?	?	?	?
?	?	?	?	?

BINGO

10	19	33	53	67
1	21	44	60	64
8	26	FREE	51	75
3	16	35	52	63
9	22	37	47	68

311005 21551 016522 4 181

\$2

OHIO LOTTERY

OH!
ZONE

MONOPOLY

TM
BRAND

WIN UP TO \$10,000!

*Visit the OH! Zone and Play
for a Second Chance to Win Between
\$250 and \$2,500! (See back for details.)*

If any one or more of YOUR NUMBERS match either of the WINNING NUMBERS, you win the prize shown below your matching number(s). Reveal a (G □) symbol and win DOUBLE the prize shown automatically!

WINNING
NUMBERS



PRIZE



PRIZE



PRIZE



PRIZE

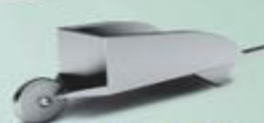
YOUR NUMBERS



PRIZE



PRIZE



PRIZE



PRIZE



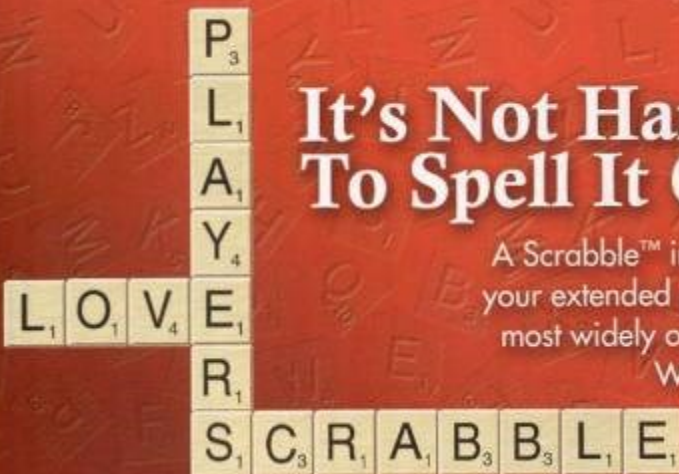
PRIZE



PRIZE

WIN UP TO 10 TIMES!

000



It's Not Hard To Spell It Out...

SCRABBLE™

A Scrabble™ instant game will be the **PERFECT** addition to your extended play game mix. Scrabble™ is one of America's most widely owned board games. Your sales will hit **TRIPLE WORD SCORE** levels with this one!

SCRABBLE, the distinctive game board and letter tiles, and all associated logos are trademarks of Hasbro in the United States and Canada and are used with permission. © 2006 Hasbro. All Rights Reserved.



MDI
A Scientific Games Company

For more information,
call your MDI sales rep.
toll-free at 1-800-572-7082.

Visit our web site at
www.mdientertainment.com

\$4

www.scratchnwin.com.au

lotterywest



WIN UP TO **\$85,000**

PICTIONARY®

The Game of Quick Draw

YOU COULD WIN
UP TO 4 TIMES
ON THIS TICKET.

THE CHALLENGE DICE CAN DOUBLE YOUR PRIZE WINNINGS
(See back for Play Instructions).

Challenge Dice - A	GAME 1	GAME 2	GAME 3
	PRIZE	PRIZE	PRIZE
Challenge Dice - B	GAME 1	GAME 2	GAME 3
	PRIZE	PRIZE	PRIZE
Challenge Dice - C	GAME 1	GAME 2	GAME 3
	PRIZE	PRIZE	PRIZE
Challenge Dice - D	GAME 1	GAME 2	GAME 3
	PRIZE	PRIZE	PRIZE
Challenge Dice - E	GAME 1	GAME 2	GAME 3
	PRIZE	PRIZE	PRIZE

VOID IF REMOVED

IT'S ALL IN THE NUMBERS

su|do|ku

© Puzzles by Pappocom

- Syndicated in more than **200** newspapers in **54** countries!
- Ideal for Bingo, Crossword & other extended play applications!

MDI & Su|do|ku Grand Master, Wayne Gould have teamed to bring your players a game play that will tempt even the most discerning Su|do|ku fanatic. **DO YOU SU|DO|KU?**



MDI

A Scientific Games Company

For more information,
call your MDI sales rep.
toll-free at 1-800-572-7082.
Visit our web site at
www.mdientertainment.com

\$5 THE LOTTERY



WIN
UP TO
\$1,000,000!



BOSTON
CELTICS
GREEN

OVER 95,000
PRIZES VALUED FROM
\$100 TO \$10,000!

WINNING NUMBERS



YOUR NUMBERS



WIN UP TO 10 TIMES!
VOID IF REMOVED

T418
000

Match any of YOUR NUMBERS to any of the WINNING NUMBERS, win prize shown. Get a Basketball (1/2) symbol, win DOUBLE that prize automatically. Get a 1/2 PRIZE symbol, win a Celtics Price Free and qualify to win other Bonus Prizes. See back for details.









STAR WARS

EPISODE III

REVENGE OF THE SITH

£2

GAME I

Match the WINNING SYMBOL to any of YOUR SYMBOLS to win.

YOUR SYMBOLS		WINNING SYMBOL

WIN UP TO £40,000

Find a in any game to win £10.

BONUS GAME

Find a to win.

GAME II

Match 3 to win.

£	£
£	£
£	£

See reverse for details

023173-012

The National Lottery





Slots for kids



Slots for adults



ALL PRIZES MARKED IN COUPONS









Jonathan Duhamel, age 23, University dropout, winner
World Series of Poker, 2010, \$8.944 million



Ryan Reiss, age 23, wins \$8.36 million in
2013 WSP recent college grad

“I’ve been dreaming about it a long time,
ever since I was 14 and saw (Chris)
Moneymaker win it.”



Gambling Camp

COMING FROM LAS VEGAS TO VANCOUVER THE KIDS POKER TOUR

AS SEEN
ON TV

TEACH KIDS THE CORRECT WAY TO PLAY TEXAS HOLD 'EM!

SUMMER 2006 - 2 DAYS - FOR KIDS AGED 10-14 AND 15-18

THE KIDS POKER TOUR WILL BE LED BY TOP INDUSTRY PROFESSIONALS, IN A SAFE AND CONTROLLED ENVIRONMENT. THE TOUR WILL CONSIST OF 1 1/2 DAYS OF TRAINING AND A 1/2 DAY TOURNAMENT. POSSIBLE INSTRUCTORS INCLUDE TOP RANKED PROFESSIONAL PLAYERS OUT OF LAS VEGAS.

KIDS WILL LEARN THE INTRICACIES OF THE GAME AND IMPORTANT LIFE SKILLS:

- COMMUNICATION AND SOCIAL INTERACTION
- GOOD SPORTSMANSHIP
- MATH AND NUMBER-RELATED SKILLS
- HOW TO PERFORM AFTER ADVERSITY
- DEVELOP ANALYTICAL THINKING AND STRATEGIES
- INSIGHT INTO PERSONAL LIMITS AND SELF-CONTROL
- UNDERSTAND RISK AND REWARD SCENARIOS
- KIDS WILL ALSO BE TAUGHT THE POTENTIAL PITFALLS OF GAMBLING AND IMPORTANT PREVENTATIVE MEASURES

PARTICIPANTS WILL HAVE THE CHANCE TO PLAY OTHER TOP PLAYERS IN TORONTO, NEW YORK, CHICAGO, MIAMI, LAS VEGAS AND LOS ANGELES

NO MONEY TABLES!

SPACE IS LIMITED! REGISTER BY MAY 31ST, 2006 AND RECEIVE OUR EARLY BIRD DISCOUNT!

TO RECEIVE MORE INFORMATION AND RESERVE A SPOT IN THIS YEAR'S SUMMER TOUR, PLEASE

CALL 604.681.3850 OR E-MAIL INFO@KIDSPOKERTOUR.NET

Safety 1st Jack Potty Training Seat



**Gambling (gaming) has
become glamorized**







Internet gambling





Can Youth Gambling be Dangerous??



Transactions from February 26 to March 25, 2009

Your payments

Trans date	Post date	Description	Amount(\$)
Mar 19	Mar 23	TD CANADA TRUST TORONTO	184.00

Total payments **\$184.00**

Your interest

Trans date	Post date	Description	Annual interest rate	Amount(\$)
Mar 25	Mar 25	REGULAR PURCHASES	11.50%	5.95
Mar 25	Mar 25	CASH ADVANCES	11.50%	73.66

Total interest this period **\$79.61**

Your new charges and credits

Trans date	Post date	Description	Spend Categories	Amount(\$)
Card number [REDACTED]				
Mar 09	Mar 12	PSTARS.COM DOUGLAS	Cash Advances and Balance Transfers	54.00
Mar 10	Mar 12	PSTARS Isle of man 87.00 USD @ 1.319425287**	Foreign Currency Transactions	114.79
Mar 10	Mar 13	PSTARS.COM DOUGLAS	Cash Advances and Balance Transfers	40.00
Mar 10	Mar 13	PSTARS.COM DOUGLAS 235.00 USD @ 1.324808511**	Foreign Currency Transactions	311.33
Mar 10	Mar 13	PSTARS.COM DOUGLAS 28.00 USD @ 1.324642857**	Foreign Currency Transactions	37.09
Mar 11	Mar 16	PSTARS Isle of man 43.00 USD @ 1.313255814**	Foreign Currency Transactions	56.47
Mar 12	Mar 12	CASH ADVANCE FEE	Professional and Financial Services	5.00
Mar 12	Mar 12	CASH ADVANCE FEE	Professional and Financial Services	5.00
Mar 13	Mar 13	CASH ADVANCE FEE	Professional and Financial Services	5.00
Mar 13	Mar 13	CASH ADVANCE FEE	Professional and Financial Services	5.00
Mar 13	Mar 13	CASH ADVANCE FEE	Professional and Financial Services	5.00
Mar 16	Mar 16	CASH ADVANCE FEE	Professional and Financial Services	5.00
Mar 25	Mar 25	OVERLIMIT FEE	Professional and Financial Services	20.00

Total for **\$663.68**

** Denotes transaction in foreign currency

Youth Involvement in Addictive Behaviors

Involvement in Potentially Addictive Behaviors

	Total use			Weekly use		
	Gr 7	Gr 9	Gr 11	Gr 7	Gr 9	Gr 11
Alcohol	36.8%	62.2%	79.8%	7.4%	14.0%	20.2%
Drugs	3.5%	13.4%	26.5%	2.7%	2.1%	9.0%
Cigarettes	18.2%	34.5%	48.4%	7.0%	16.1%	31.4%
Gambling	79.1%	78.9%	83.4%	30.4%	37.4%	37.1%

Our Current State of Knowledge


- Gambling is more popular amongst males than females
- Adolescent pathological gamblers are greater risk-takers
- Adolescent prevalence rates of problem gambling are 2-4 times that of adults
- Gambling has become a family activity
 - 40-68% of youth gamble with family members
 - 80-90% of parents report knowing their children gamble for money and do not object
 - 77% of adolescents reported their parents purchased lottery tickets for them

- Have poor general coping skills
- Report beginning gambling at earlier ages, approximately 10 years of age
- Rapid movement from social gambler to problem gambler
- See both the benefits AND risks associated with excessive gambling
- Believe gambling to be a relatively benign activity:
 - 40% of participants believe that playing cards for money is harmless even when played at least once a week
 - 37% believe that teens should be allowed to use EGMs
- Few fear getting caught gambling
- Problem adolescent gamblers have more legal problems




- Most teens view gambling as a socially acceptable and enjoyable form of entertainment, significantly less harmful than alcohol, drugs or cigarettes
- Adolescents are easily influenced by advertisements

Gaming

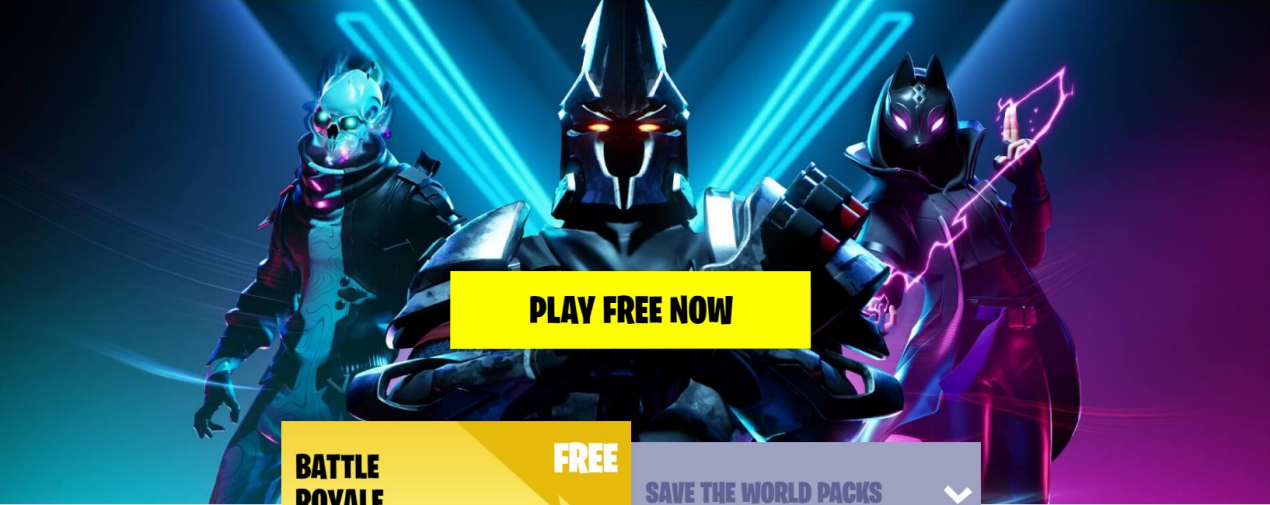
**Games come in many genres
and can be played on multiple
platforms...**

**FORTNITE**

[GET FORTNITE](#)[BATTLE PASS](#)[CREATIVE](#)[COMPETITIVE](#)[NEWS](#)[FAQ](#)[HELP](#)[MERCH](#)


 [SIGN IN](#)

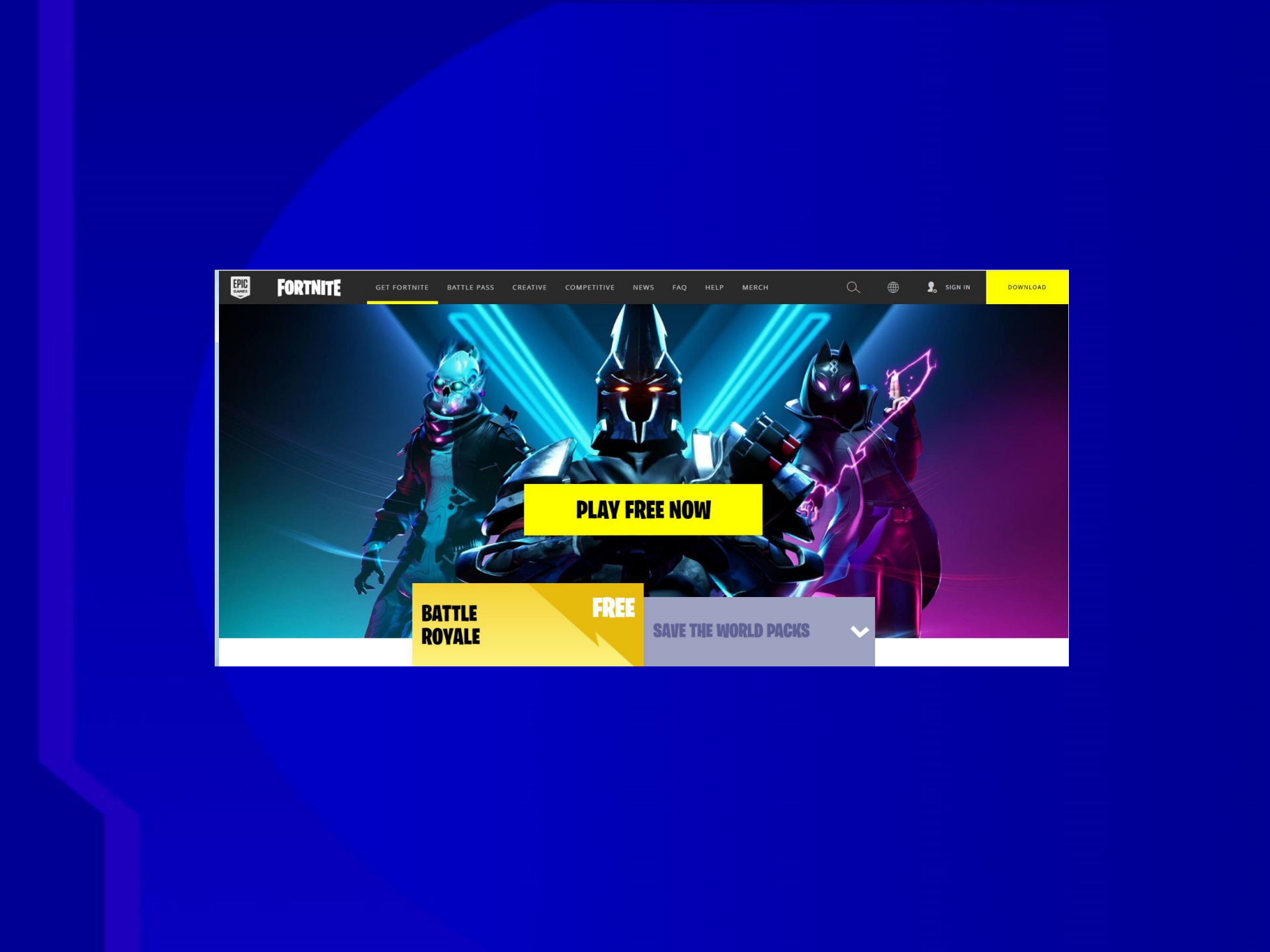
[DOWNLOAD](#)



BATTLE ROYALE

FREE

[SAVE THE WORLD PACKS](#) 



grand theft auto



MINECRAFT

WINDOWS 10 EDITION





Gaming

- Since the 1990s games have become more technologically sophisticated and increased in popularity
- Over 2 billion active gamers worldwide (Newzoo, 2017)
- 97% of teenage boys play videogames; 83% of teenage girls (Pew, 2018)
- Worldwide estimates suggest 1-10% of gamers at risk of addiction
- Gaming is one of the leading causes of college dropouts (Hlcommission, 2014)
- 48% of student gamers report gaming keeps them from studying; 9% use gaming for that reason (Pew, 2003)
- Excessive gaming has become one of the leading causes of college dropouts

Gaming

- Primarily 2 categories
 - ONLINE GAMING - typically played simultaneously by players who communicate with each other in real time-cooperating or competing with one another
 - OFFLINE GAMING - typically played alone; well defined start and end
- Games are easily accessible via smartphones, computers, tablets
- Online gamers spend more time, report having 'online' friends and report more satisfaction. Online gamers are more likely to be problematic
 - 70% of gamers prefer online games compared to offline games (De Prato et al., 2010)
- Gaming 30 hrs/week is a red flag; 70 hrs/week a real problem

Gaming

- Gaming fulfills specific emotional/psychological needs: escape, social connection, advancement, certainty
- Games are intentionally designed to keep you hooked using behavioral psychology strategies
- Games are fully immersive and provide hyper-stimulation (dopamine)
- Gaming is a safe place to fail - real world failures can be permanent
- Gaming is a community and culture - relationships are meaningful (and may be their only relationships)
- Games are constantly changing to keep people involved

- Gaming affects individuals of all ages

My name is Bob, I am a 32 year old male and I'm roughly playing 8-14 hours of fortnite a day. It has affected my social life, my marriage and my work. I'm getting 1-4 hours a night. When I play, an hour it seems like 10 mins and I'm unable to stop playing unless I get a win. This has been going on for 3 seasons.

I would really like to join the lawsuit, I'm severely depressed and need help.

Motivations for gaming

- Entertainment/recreation
- Competition
- Challenges & opportunities for achievement (self-esteem)
- Escapism/coping
- Fantasy and/or role playing
- Social interactions with others
- Relief of stress
- Passing time
- Relief from boredom



**World Health
Organization**



Gaming Disorder

- The World Health Organization in its revision of ICD (11th edition) identified Gaming Disorder as a legitimate disorder.
- A pattern of gaming behaviour (“digital-gaming” or “video-gaming”) characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.
- For gaming disorder to be diagnosed, the behaviour pattern must be of sufficient severity to result in significant impairment in personal, family, social, educational, occupational or other important areas of functioning and would normally have been evident for at least 12 months.

Gaming Disorder: Some Facts

- IGD and anxiety 92%
- IGD and depression 89%
- IGD and attention deficit hyperactivity disorders (ADHD) 85%
- IGD and social phobia and OCD 75%

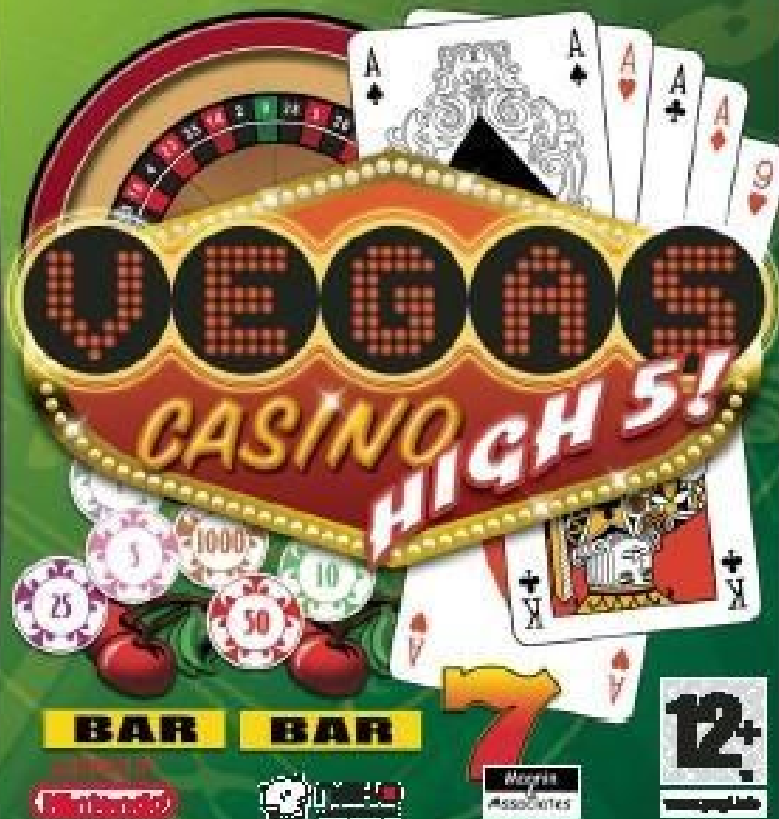
Gonzalez-Bueso et al., 2018

- Social media & gaming helps strengthen friendships, provides emotional support (Anderson & Jlang, 2018),
- Gaming 30 hrs/week has been associated with a gaming disorder
- While many games are free to begin, individuals can use micro-transactions to purchase items or open “Loot Boxes”

Convergence Between *Gambling & Gaming*

Gambling Video Games

NINTENDO DS™

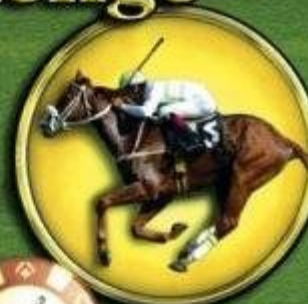


PlayStation®2



PAL

Casino • Challenge •



3+

www.pegi.info

play it

Internet Gambling Without Money....Play for Fun

Practice Sites



The World's Largest Poker Room

WELCOME TO THE WORLD'S
LARGEST POKER ROOM!

Home My Account How to Play News and Events Games Tell-a-Friend Affiliates About Us 24hr. Help

News on the Cruise

In 2005 the PPM IV made 2 millionaires. With an estimated prize pool of \$10 million the PartyPoker.com Million V is going to be our most amazing tournament yet. [Download now](#) and next March you could be cruising in the Caribbean.

About Us

- Online since 2001
- Licensed and Regulated
- Easy, Safe and Secure
- Prompt Payouts
- Lots of Games & Limits
- NO CREDIT CARD NEEDED
- Pay by

Wire Transfer

PLAY FOR FREE, WIN FOR REAL!



CLICK HERE TO PLAY NOW!

MORE THAN \$4 MILLION IN TOURNAMENT PRIZE POOL PER DAY.



Have questions?
contact us by phone or email.

This website does not permit players to wager real money. Chips in play have no monetary value, and cannot be exchanged for anything of value. Any and all references in the website to "pots", "bets", "betting" or the like are solely for instructional or illustrative purposes and do not involve wagering real money.

www.pokerstars.net



PLAY ONLINE POKER FOR FREE

PokerStars is the world's largest online poker site, with a tournament starting every second, the widest selection of poker games and millions of players worldwide. You can start playing now with our award-winning software, and practice all the games for free. Download the free PokerStars.net software to get started.

Team PokerStars Pro



Social Casino Gaming Among Young People

- In the U.K., 10% of children age 11-16 played a social casino or practice game in past week (Parke et al., 2013)
- In Australia, 13% of children 12-17 played simulated casino games past year (32% during their lifetime) (King et al., 2014)

Social Casino Gaming Among Young People

- Gambling operators continue to expand into social casino gambling
- Morgan Stanley report on social gambling (Nov., 2012) suggests that social gambling offers the potential to “*teach young people to gamble*”
- Australian Government Review of the Interactive Gambling act (2012):

“The public policy argument for prohibiting access to such gaming simulations is that it potentially normalises gambling amongst children and may lead them to become problem gamblers in the future.”

Loot Boxes



Loot box: a popular feature in video games

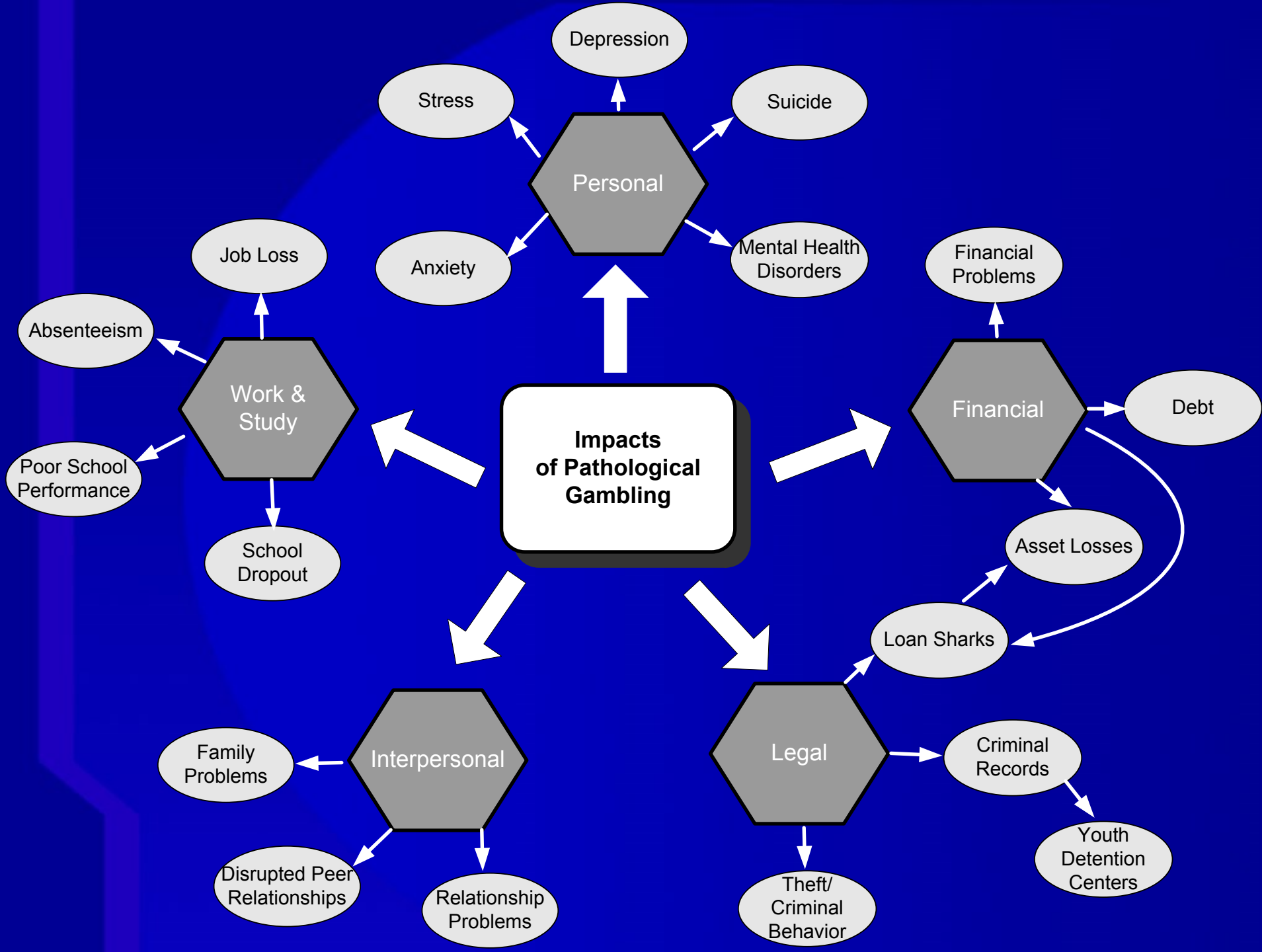
- **A \$30 billion USD industry** (Juniper Research, 2018)
- **78% of video gamers** have bought loot boxes (Zendle & Cairns, 2019)

eSports



Consequences of Excessive Gambling & Gaming

- Short-term rewards that results in persistent behaviour despite knowledge of long-term adverse consequences
- The repetitive engagement in these behaviours interferes with functioning in other domains
- Many similarities with substance abuse and dependency
 - Natural histories that exhibit chronic, relapsing patterns with most individuals recovering on their own – “natural recovery”
 - Individuals often report a “craving” or “urge” to continue
 - These behaviours often result in a positive mood state or physiological arousal (“high”)
 - Need for increased frequency, duration or intensity
 - Individuals go through a somewhat analogous state of withdrawal



Gambling/Gaming addiction does not exist in a vacuum



What about regulation?

- The *gambling* industry is highly regulated by multiple regulatory bodies.
- The *gaming* industry is self-regulated
- It's time for the gaming industry to learn from the gambling industry re: **harm minimization** (Griffiths & Pontes, 2019; Derevensky & Richard, 2019; Derevensky & Griffiths, in press).

What about regulation?

- A need for the development of effective prevention programs
- The need for more parent education and awareness