

Youth Gambling International

International Centre for Youth Gambling Problems and High-Risk Behaviors
Centre International d'étude sur le jeu et les comportements à risque chez les jeunes

FEATURE ARTICLE

Reality TV poker shows: Beyond the camera

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Reality TV shows have completely changed the face of television. Audiences are no longer interested in well-written scripts or good acting, but would rather be entertained by the trials and tribulations of ordinary people. Poker shows are no exception to this rule.

Stories such as Chris Moneymaker's, the young amateur poker player who won the World Series of Poker in 2003, winning \$2,500,000 with only three year's experience under his belt, gave viewers the impression that winning is easy and feasible; a reality within their reach.

The countless networks that are featuring poker shows, such as ESPN and NBC, are riding the wave of reality TV, by introducing new

technologies like the "hole card camera" that enable viewers to see exactly what cards each player is holding as the game unfolds. Steve Lipscomb, the CEO of the World Poker Tour and founder of the hole card camera states, "With our hole card technology, we put the viewer in the seat as if they are making million dollar decisions. Now it's as exciting to the viewers as it is to the players, and many of our viewers are becoming players themselves."

However, there is indeed a reality that the networks are not unveiling. When poker shows are advertised on television, the emphasis is on the winner and the hugely sought-after cash prize. What the networks fail to display is the defeat and loss that their shows bring to many other players. For example, when ESPN advertises for their *World Series of Poker* production, they captivate and lure in audiences with the fact that someone will collect over 5 million dollars for winning the most prestigious poker event in the world. What their commercials conveniently fail to mention are the 2000 or so people that enter these tournaments and that end up losing up to \$10,000 trying to become the World Series Poker Champion. These types of shows are overshadowing the fact that becoming a successful professional poker player is both difficult and rare.

With Internet gambling allowing individuals to practice and improve their skills in the comfort of their own homes, and with television now



showcasing poker before tens of millions of people, will gambling problems be on the rise?

The networks are definitely succeeding at drawing in viewers. With new and appealing production ideas such like *Celebrity Poker*, and the use of strategic time slots, such as featuring NBC's *World Poker Tour's Battle of Champions* right before the Super Bowl - an event that attracts one billion viewers worldwide, poker has definitely become more visible and trendy.

All the same, because televised poker is a fairly recent phenomenon, it is still too early to determine whether there will be a direct link between the increase in poker's visibility and higher rates of problem/pathological gamblers. Even if there has been an increase in gambling, poker shows are perhaps just a passing fad with no long term effects.

The irony behind these reality TV poker shows is that we fail to ever see the risks and consequences associated with the game - the true reality of playing poker. Somehow, the innovative hole card camera technology forgot about that angle.

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Preliminary Findings on Poker Playing Among Sample of Students Raises More Questions... The Poker Craze Continues

Carmen Messerlian

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The popularity of poker among adolescents across North America has drawn interest by researchers and the media alike: both interested in the corollary of the poker craze. Very few studies have actually examined the link between poker playing and the potential onset of gambling problems among adolescents and young adults. A recent study conducted by Kelly Peterson¹ (unpublished document, 2004) collected data from three high-schools; one in Pennsylvania, one in New Jersey, and one in Ohio. The sample comprised of 461 high school students between the ages of 14-18 years (256 females; 205 males). The purpose of this study was to determine whether students that watched poker on television were more likely to report playing poker either on the Internet or with their peers.

While this study is limited by its small sample size, a number of interesting findings point to the need for additional research.

- Results showed that of the 461 adolescents polled, 46% reported watching poker on television; 67% of males and 28% of females. More than half the sample (55%) reported playing poker.
- Of the 210 respondents that reported watching poker on television, 82% of them reported playing poker.
- The majority of adolescents that reported playing poker did so with money (67.8%). Of concern is the finding that almost half (45%) stated they have never been

informed of the dangers associated with risky gambling. While the majority of those youth who reported playing poker responded that they do not feel they have a problem (94%), more than 2% felt that their gambling may be problematic.

This study certainly points to an association between watching poker on television and playing poker, either on the Internet or with friends. It is unclear, however, whether youth who already play poker are more drawn to television productions featuring live poker, or if watching these shows actually led to their interest in playing.

What is clear is the fact that poker playing is sweeping the world and the World Wide Web, and more youth are participating and wagering in this activity. Even more concerning is the growing interest by the television industry - - the future market now turning its focus towards young children. One recent report suggests that one production company plans to launch a new show featuring children 8-12 years of age as poker players. This show would have kids bet chips rather than money (thus making it legal?) and participants would win prizes including scholarships and trips to Disney World.

For most adolescents, playing poker with friends can indeed be an entertaining, recreational, and a relatively safe activity, particularly if it is done under adult supervision. However, parents and educators should be aware that some teens can lose control of the pleasurable aspects and take the game too

seriously. These adolescents risk becoming preoccupied with gambling, losing sight of their priorities, betting more than they can afford, or using gambling as a way to escape their problems.

Continued vigilance on the part of researchers, educators, and government regulators is needed in order to monitor the possible benefits and risks of this new poker phenomenon.

¹Kelly Peterson is a senior at Manhattan College in the Bronx, NY. She is graduating in May with a B.A. in Communications and a minor in Psychology. As part of her course requirements, she conducted a small study on poker playing among adolescents. For more information, please contact: kellylee418@yahoo.com



The Centre's International Work in Africa

The international functions of our Centre were placed center stage early last month when Rina Gupta, one of our co-directors, traveled to Africa to speak at a briefing for regulators and industry representatives in Livingston, Zambia; and then to Cape Town in South Africa to act as a consultant on emerging research in youth gambling.

The briefing held in Livingston consisted of an excellent exchange between leading researchers and the gambling industry. Rina was invited as a guest speaker at the event where she summarized issues of concern regarding youth gambling, and recommended possible solutions the industry and regulators could implement. The day was kicked off by a keynote address given by Bill Eadington, Professor of Economics and director of The Centre for the Study of Gambling and Commercial Gaming, at the University of Nevada (Reno). Dr. Eadington addressed critical issues related to the burgeoning gambling industry in developing countries. As well, Professor Jan McMillen, from the Australian National University in Canberra highlighted empirical research conducted in Australia, touching upon the impact of problem gambling on individuals and on society. Professor Peter Collins, director of the Centre for the Study of

Gambling and Commercial Gaming at Salford University in the UK and Executive Director of the NRG (South Africa's National Responsible Gambling Program), raised important questions with regards to gaming profits and taxes. Professor Don Ross, who holds appointments at both the University of Alabama and the University of Cape Town, presented a framework for innovative research from a cognitive science framework. This event was also honoured by the presence and participation of Lord Andrew McIntosh of Haringey, Minister of Media and Heritage in the UK, who spoke of research projects currently in development in his country.

In South Africa, Rina was hosted by the NRG. Together with staff from their research division, Rina contributed to the development of

a pilot research project that will roll into action next month. This project includes quantitative and qualitative methodologies and will take place in the Western Cape. We look forward to the research outcomes of this exciting new project!

Of course, a trip to Africa could not consist of all work and no play. Rina found time to visit the famous Victoria Falls, catch a glimpse of a giraffe, consult with a spiritual medicine man, and even befriend a monkey! Ah, the perks of academia...

The Centre expects to continue its involvement in South Africa, and we will keep our readers up-to-date on future developments.



Victoria Falls, Zambia

Looks Familiar :

Gambling and the Psychology of Familiarity

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Back in the late 1980s I conducted research on the names that UK manufacturers gave their slot machines. One of the more interesting findings was that over 50% of all UK machine names had some reference to money (such as 'Cashpoint', 'Cashline', 'Action Bank', 'Piggy Bank', 'Money Belt' etc.). Psychologically, all of these machine names gave the impression that this was where a gambler could get money *from* – not where they would *lose* it! Other categories of machine names included those with reference to skill ('Fruitskill', 'Skillchance') suggesting that machine playing was a skillful activity and that gamblers could perhaps beat the machine. Other machines had what I called 'acoustically attractive' names (*Nifty Fifty*, *Naughty But Nice*) or puns (*Reel Fun*, *Reel Money*). Since making these observations, I have always been interested in the subtle techniques that the gaming industry use in getting the punter to notice their machines.

The psychology of gambling marketing has come a long way in the last decade. One of the ploys that the slot machine industry use (whether they realize it or not) is the *psychology of familiarity*. Machine manufacturers have realized that one weapon in their marketing armory is to design products which appear familiar before a gambler has even played on them - something which can partly be achieved through the name or theme of the slot machine. The examples I gave above showed that the names of slot machines may be important in impression formation. It is highly unlikely that the names of slot machines have any influence on gambling behaviour per se. However, when tied in with recent research on the psychology

of familiarity, the names of machines do seem to be critically important – particularly in terms of gambling acquisition.

Nowadays, slot machines are often named after a person, place, event, videogame, board game, television show or film. Not only is this something that is familiar to the gambler but may also be something that the potential gamblers might like or affiliate themselves with (such as James Bond). This is different from a simple naming effect in that the machine's theme may encompass the whole play of the machine, including features, sound effects, and light effects. By using well-known and common themes, gamblers may spend more time and money playing them.

One of the most popular UK slot machines are those that feature *The Simpsons*. *The Simpsons* have mass appeal and popularity across all ages and genders. The machines are celebrity-endorsed and players may place trust in a 'quality' brand. Gamblers may also hope that knowledge of the characters will help in the playing of the game. On a basic level, it might simply be that the game play is more exciting, and that the sound effects and features are novel, cute and/or more humorous than other machines. There are many similar cases. It could be speculated that such slot machines become much more inducing as it represents something special to the gambler.

Familiarity is a very important psychological aspect of why themed slot machines have been more prominent over the last decade. Familiar themes have the capacity to induce a "psycho-structural interaction" between the gambler and the gambling activity. This is

where the gambler's own psychology interacts with the machine's structural characteristics and produces different consequences for each person depending upon what the feature means to them personally. If the themes are increasingly familiar, a gambler might be more likely to persevere with the complexities of a machine. Gamblers may find it more enjoyable because they can easily interact with recognizable images they experience. Therefore, the use of familiar themes may have a very persuasive effect, leading to an increase in the number of people using them, and the money they spend. Whilst there are many other aspects which influence an individual's decision to gamble, the possible persuasive nature of the themes should not be underestimated.

There is a strong overlap between the psychology of familiarity and the psychology of persuasion. A gambler must be exposed to the product and be aware of its presence before they can even make the decision to gamble. This is relatively easy to achieve given the ubiquity of slot machines in the UK and the fact that current machines will use any number of techniques to grab an individual's attention, including television or film theme tunes, flashing lights, and/or pictures or voices of celebrities. Once a gambler's attention has been gained, the product must be likeable and familiar enough for them to think about gambling and wanting to interact with the machine further. Immediately familiar images and sounds are likely to lead to a much quicker decision to gamble. Unlike Homer Simpson the industry knows what it is doing!

Monitoring the Future: Marijuana and tobacco use in decline while the popularity of inhalants grows

Meredith Gillespie

International Centre for Youth Gambling Problems & High-Risk Behaviors

The University of Michigan, in collaboration with the National Institute of Drug Abuse, recently released the results of their Monitoring the Future Survey for 2004. The survey, which gauges the drug, tobacco and alcohol use of adolescents throughout the United States, has been conducted annually among American youth since 1975. In 2004, approximately 50,000 students in grades 8, 10, and 12 nationwide participated in the survey. Students responded to questions regarding their annual use of various drugs, the relative availability of these substances, the risk of using each drug regularly, as well as their disapproval of annual illicit drug use. Overall, 15% of 8th graders, 31% of 10th graders and 39% of 12th graders reported illicit drug use over the course of the previous 12 months. These figures represent a modest decline in illicit drug use, from previous years.

The decline in adolescent substance use is particularly notable for marijuana. Although the most widely used of any illicit drug, there have been significant reductions in annual use among 8th graders (36% reduction), 10th graders (18.3% reduction) and 12th graders (11.8% reduction) since 1996, when marijuana use was at its peak. Similarly, there has been an increase in the proportion of youth who perceive marijuana use as risky, as well as in increase in personal disapproval of the drug. Researchers point to the effectiveness of a nationwide media campaign aimed at combating marijuana use (developed by the

White House Office of Drug Control Policy, in collaboration with the Partnership for A Drug Free America) as a potential explanation for the change in adolescent attitudes and subsequently, the decline in use. However, researchers also note that according to adolescents, the availability of marijuana has also decreased.

More good news. Cigarette smoking among American adolescents also continues to decline, maintaining a trend from previous years. However, these reductions in tobacco use were less significant than in the past. Tobacco use among teens peaked in the mid-1990s, and has been declining quite sharply since 2002. In 2004, approximately 25% of 12th graders, 16% of 10th graders and 9% of 8th graders reported smoking within the previous month. However, these numbers represent only modest declines among 8th and 10th graders, and a slight increase among 12th graders. Subgroup differences were also found, most notably that youth living in rural and small town areas are far more likely to smoke than adolescents living in metropolitan ones.

Findings regarding alcohol and inhalant use are also of interest. Among older adolescents (grade 12 students), there was increase in both drinking and drunkenness in 2004. Since alcohol use had been steadily declining since 2002, it is still uncertain if the recent increase is truly representative of the beginning of a trend. Of more

concern is the significant increase in inhalant use across all grade levels, yet most notably among grade 8 students. As discussed by the researchers, these products are inexpensive, legal and readily available, and thus may be quite attractive to younger adolescents who have less access to illicit substances. The risk associated with inhalant use, as perceived by grade 8 and grade 10 students, also declined. Although such substance use had been lessening since 1995, researchers now worry that inhalant use may be rebounding in popularity.

For more information:

Johnston, L. D., O'Malley, P. M., Bachman, J. G., & Schulenberg, J. E. (2005). *Monitoring the Future national results on adolescent drug use: Overview of key findings, 2004*. (NIH Publication No. [yet to be assigned].) Bethesda MD: National Institute on Drug Abuse.



ADHD AND PROBLEM GAMBLING: IS THERE A LINK?

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We know that individuals gamble for money. The proliferation of gambling venues, activities, and products provide prima facie evidence of the popularity of this behaviour. Notwithstanding the positive aspects that draw individuals to participate in gambling activities, a portion of the population also experiences negative consequences associated with their gambling. In fact, a desire to understand why some individuals experience gambling problems has been the focus of much research. One such avenue of research has been the attempt to identify risk factors that may predispose individuals to, or be associated with problem gambling.

Impulsivity, defined as the act of engaging in risky behaviours without thought or self-control (Eysenck & Eysenck, 1978), has been investigated as a plausible predisposing factor for problem gambling. There is ample research demonstrating that pathological gamblers as compared to non-gamblers, display elevated levels of

impulsivity (Blaszczynski et al., 1997; Zimmerman et al., 1985), with higher levels of impulsivity being generally associated with greater disturbance (Moran, 1970). More recently, Clarke (2004), using a small University sample, reported greater impulsiveness amongst problem gamblers versus non-problem gamblers using the Eysenck Impulsiveness Questionnaire. In studies that explored the role of impulsivity in adolescents, self-reported impulsivity was found to be a risk factor for problem gambling (Derevensky & Gupta 2004), as well as predict problem gambling in later adolescence (Vitaro et al., 1999).

The finding that problem gamblers may also be more prone to other disorders where impulsivity has been implicated such as substance abuse problems (Derevensky & Gupta 2004), raises an interesting question. Is there a link between attention deficit hyperactivity disorder (ADHD) and problem gambling in adolescents? To date there is no clear consensus on the answer to this question. Within an adult population, several researchers (e.g., Carlton et al., 1987; Rugle & Melamed, 1993) have reported a strong correlation between pathological gambling and childhood behaviours related to attention deficit disorder (ADD) using retrospective self-report measures. In a more recent study, 20% of adult problem gamblers met the criteria for ADHD (Specker et al., 1995). Taken together, these findings may be interpreted to suggest a possible

A Few Facts about ADHD

- Attention deficit hyperactivity disorder (ADHD) is a common disorder in children and adolescents.
- The salient features of ADHD include inattention, impulsivity and hyperactivity (APA, 1994).
- It is estimated that between 3-9% of the childhood population experience the disorder depending on the rigor of the diagnostic criteria employed.
- While ADHD typically begins prior to age 7, it is a myth that children outgrow ADHD as up to 80% of diagnosed children continued to display ADHD symptoms during adolescence.
- ADHD symptoms usually change as the individual ages and can persist into adulthood. For example, the hyperactivity usually observed in younger children may change to restlessness in older adolescents and adults.
- The impairment associated with ADHD tends to increase as the individual takes on more responsibility and activities.
- Adolescents with ADHD may be more prone to substance abuse, school related problems, as well as problems with discipline due to deficits in impulse control.

(Barkley, 1997)

link between symptoms of ADHD and problem gambling in adolescents. The nature of the relationship between ADHD and problem gambling remains to be determined. It is doubtful that all adolescents exhibiting ADHD symptoms are prone to developing gambling problems. Rather, it seems plausible that one or more of the salient features of ADHD may predispose youth to engage in gambling activities. For example, features of ADHD such as a deficit in impulse control and a need for stimulation may increase the attractiveness of certain gambling games whose features provide rapid feedback and increase arousal levels.

Another possible pathway for the association of ADHD symptoms and problem gambling may be through co-morbid mental disorders such as conduct disorder. ADHD and conduct disorder are frequently diagnosed concurrently. Externalizing disorders such as conduct disorder are known to be strongly associated with acts of delinquency. Interestingly, up to 17% of young offenders have been found to have gambling problems. As such, it remains to be determined if a link between ADHD and problem gambling in adolescents exists. More importantly, if a link is found it will be paramount to elucidate the nature of the association. At this point in time, it is of interest to propose the continued exploration of theoretical links between various factors such as ADHD and gambling that may help us gain a greater understanding of youth gambling.

* Please contact Lana M. Pratt for complete list of references.

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How costly a leisure is gambling?

Serge Chevalier

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Gambling has been regarded as a leisure activity since the time of Veblen (1899). Leisure time can be defined as time not used to fulfill familial activities (e.g., taking care of children), domestic activities (e.g., preparing meals), grooming activities, professional activities, and sleep.

Leisure activities can serve many purposes. Dumazedier (1962), a leading modern theorist in this domain, has stated that leisure activities can serve multiple functions including relaxation, entertainment, and personal development.

An economic price can be calculated for leisure activities. How then do the costs of some forms of gambling compare to that of other leisure activities?

The cost of gambling can easily be computed, as they rely on few variables: return rates (which are on average the proportion of money returned as winnings to the gambler), size of bets, and number of bets per hour (which are used to calculate the hourly cost and make comparisons with other leisure activities).

Table 1. Average hourly costs of some forms of gambling (\$ CND)

VLT – 2,50 \$ per game	144,00
Scratchcard – 1 \$ tickets ¹	88,20
VLT – 1 \$ per game	57,60
Blackjack – 25 \$ per hand	30,00
Roulette – double 0 – 10 \$ bet	15,78
Keno – 5 \$ per game	9,00
Roulette – single 0 – 10 \$ bet	7,89
Bingo – 25 \$ per session	7,00
Blackjack – 5 \$ per hand	6,00

Table 2. Leisure costs per hour (\$CND)

1	International rock superstar – U2 – in Manchester, UK – sold-out / post sold out price	259,38
2	VLT – 2,50 \$ bet per game	144,00
3	International rock superstar – Céline Dion in Las Vegas	136,37
4	Scratchcard – 1 \$ tickets	88,20
5	Boxing in Montréal ² (world level – ringside)	75,00
6	Ballet	73,00
7	Basketball – Toronto Raptors	72,00
8	International rock superstar – Cher	60,60
8	F1 – Australian Grand Prix (F1)	59,00
10	Opera	58,53
11	VLT – 1 \$ bet per game	57,60
12	Musical – Dirty Dancing – Broken Hill, Australia	57,13

Some forms of gambling necessitate leaving one's home. This would be the case for most forms of gambling; casino gambling, video lottery terminal (VLT), bingo, and even instant lotteries such as scratch-cards. It is then best to compare these costs to those of other forms of leisure activities requiring outings.

In the examples provided, VLTs and scratch-cards are among the most expensive leisure activities. Very few outings cost more on an hourly basis. The hourly cost of VLT playing compares to that of the costs to see singing superstars in Las Vegas (136\$) and heftily surpasses some ringside seating at world-class boxing events (75\$) and the ballet (73\$).

Other forms of gambling such as low stakes blackjack and bingo are among the least costly activities included in our list, at less than 10\$ an hour. This cost magnitude compares to that of going to the cinema

(8\$) or to the Botanical Gardens (6\$). Very few outings cost considerably less than bingo or blackjack, among them: repertory cinema (5\$), world-class beach volleyball (4\$), and visiting an art gallery (0\$).

Even though calculations of the hourly costs of gambling activities have been available for some time, to our knowledge these costs have never been compared to that of other leisure activities. Our preliminary data suggests that gambling costs extend to the entire leisure cost spectrum; VLT costs being comparable to other outings at the very high end of the expense range.

For complete article, please contact Serge Chevalier.

1. This result is mostly theoretical as it is highly unlikely than anyone will continuously scratch tickets for an hour.

2. When no city is specifically identified, prices calculated are from Montreal.

Durand Jacobs Award Winner

The Durand Jacobs Award is offered to the graduate student who submits an outstanding paper designed to increase our understanding of the psychology of addictive behaviors.

Alcohol's Effects on Video Lottery Terminal (VLT) Play Among Probable Pathological and Non-Pathological Gamblers

Michael Ellery *, Sherry H. Stewart, & Pamela Collins
Department of Psychology, Dalhousie University

This study tested whether alcohol increases behaviours associated with video lottery terminal (VLT) play, particularly among probable pathological gamblers. Forty-four regular VLT players were designated either probable pathological gamblers or non-pathological gamblers on the basis of scores on the South Oaks Gambling Screen (SOGS; Lesieur & Blume, 1987). Gamblers from each SOGS category were randomly assigned to either a moderately intoxicating alcohol dose or a control beverage condition (n = 11 per cell in the 2 x 2 between-subjects design). Following beverage consumption and absorption, participants played a video poker VLT game for up to 30 minutes. Four behaviours were measured: “power-bets” (doubling bet after viewing only two cards of the five-card poker hand); total money spent; mean bet magnitude; and number of minutes played. Alcohol increased time spent playing and rate of power-bets, particularly among the probable pathological gamblers. Post-hoc analyses revealed that alcohol also influenced the proportion of losing hands played – increasing them among the probable pathological gamblers while decreasing them among the non-pathological gamblers. Clinical and policy implications of the findings are discussed.



*Mike Ellery is a PhD student in the Clinical Psychology Programme at Dalhousie University, Halifax, Nova Scotia. He is the recipient of this year's award. For more information, please contact: mike.ellery@gmail.com

Current Publications of Interest

Aklin, W. M., Lejuez, C. W., Zvolensky, M. J., Kahler, C. W., & Gwadz, M. (2005). Evaluation of behavioral measures of risk taking propensity with inner city adolescents. *Behaviour Research & Therapy*, 43(2), 215-228

The current study examined the utility of behavioral measures of risk-taking propensity in the assessment of self-reported real-world risk-taking behaviors using a sample of 51 high-school-aged inner-city adolescents. Results indicated that performance on one behavioral measure, the balloon analogue risk task, accounted for unique variance in self-reported delinquency/safety risk behaviors as well as substance use risk behaviors, above and beyond that provided with demographics and self-report measures of risk-related constructs (i.e., impulsivity and sensation seeking). These results are discussed in relation to the potential utility of using a multimethod assessment approach for better understanding risk-taking vulnerability among adolescents.

Chassin, L., Flora, D. B., & King, K. M. (2004). Trajectories of alcohol and drug use and dependence from adolescence to adulthood: The effects of familial alcoholism and personality. *Journal of Abnormal Psychology*, 113(4), 483-498.

This study describes trajectories of substance use and dependence from adolescence to adulthood. Identified consumption groups include heavy drinking/heavy drug use, moderate drinking/experimental drug use, and light drinking/rare drug use. Dependence groups include alcohol only, drug only, and comorbid groups. The heavy drinking/heavy drug use group was at risk for alcohol and drug dependence and persistent dependence and showed more familial alcoholism, negative emotionality, and low constraint. The moderate drinking/experimental drug use group was at risk for alcohol dependence but not comorbid or persistent

dependence and showed less negative emotionality and higher constraint. Familial alcoholism raised risk for alcohol and drug use and dependence in part because children from alcoholic families were more impulsive and lower in agreeableness.



Lee, S. S., & Hinshaw, S. P. (2004). Severity of adolescent delinquency among boys with and without Attention Deficit Hyperactivity Disorder: Predictions from early antisocial behavior and peer status. *Journal of Clinical Child and Adolescent Psychology*, 33(4), 705-716.

This study evaluated predictors of adolescent delinquency severity (11 to 17 years of age) among a diverse group of preadolescent boys with attention deficit hyperactivity disorder (ADHD; $n = 100$) and age-matched comparison boys ($n = 75$). During childhood, baseline assessments yielded diagnostic information, and naturalistic summer programs provided multimethod measures of overt aggression, covert antisocial behavior (ASB), and peer status. Five years later, multi-informant measures of ASB and delinquency were gathered and independently rated. Baseline ADHD, overt aggression, and peer status were not significantly related to adolescent delinquency severity. Observed noncompliance and an objective measure of covert ASB each independently predicted

delinquency. Covert ASB predicted delinquency severity more strongly for comparison boys than for probands.

Rodham, K., Hawton, K., Evans, E., & Weatherall, R. (2005). Ethnic and gender differences in drinking, smoking and drug taking among adolescents in England: a self-report school-based survey of 15 and 16 year olds. *Journal of Adolescence*, 28(1), 63-73.

Concern has been mounting about the increasing numbers of adolescents who (ab)use drugs, alcohol and cigarettes. The aim of this study was to establish the prevalence according to gender and ethnicity of drinking, smoking and drug-use in a representative sample of 15 and 16 year olds. The sample consisted of 6020 15- and 16-year-old pupils from 41 schools in England who completed an anonymous self-report survey. There were clear gender and ethnic differences in self-reported substance use. For example, more males than females reported drinking and drug taking. More females reported smoking, but males were more likely to be heavy smokers. Asian, Black and other boys, and Black and Asian girls were less likely to report drinking during a typical week compared to White participants. Asian females were less likely to report smoking compared to White females. Cannabis was the most commonly used drug for both genders. Black males were more likely than White males to have used cannabis, opiates and other drugs. However, Asian females were more likely than their White counterparts to have used opiates, but were significantly less likely to have used cannabis. Asian males were more likely than White males to have used ecstasy. The results confirm gender differences in substance use and demonstrate that there are different patterns of substance use between ethnic groups. These findings have implications for targeting prevention campaigns through the media and educational initiatives.

News from the Centre ...

The Centre is currently involved in a number of interesting research projects in high-schools across Quebec and Ontario. The aim of our present research is to develop a better understanding of risk factors related to youth gambling participation, as a means to find effective ways of reaching youth with prevention messages. In particular, this year, we want to identify what youth expect to gain or lose from partaking in gambling activities. Through both qualitative and quantitative methods, we are exploring the “perceived risks and benefits” that youth associate with gambling; identifying the types of messages that can be effectively used in youth gambling prevention campaigns; and evaluating the impact of messages that youth receive about gambling from the media (i.e. television, advertising, etc). Findings from this research program will serve as the foundation for a youth gambling social marketing campaign.

New Publications:

Byrne, A., Dickson, L., Derevensky, J., Gupta, R., & Lussier, I. (in press). **An examination of social marketing campaigns for the prevention of youth problem gambling.** *Journal of Health Communication.*

Chevalier, S. (2005). **Gambling, delinquency, and criminality among youth: A review of the literature.** International Centre for Youth Gambling Problems & High-Risk Behaviours. McGill University, Montreal, Quebec.



Derevensky, J., **Youth gambling: A Canadian perspective.** (in press). In J. F. Cosgrave T. R. Klassen (Eds.) *Gambling in 21st century Canada.* Toronto: McGill-Queen's Press.

Dickson, L., Derevensky, J., & Gupta, R. (in press). **Youth gambling problems: An examination of risk and protective factors.** *International Gambling Studies.*

Magoon, M., Derevensky, J., Gupta, R., (in press). **Juvenile**

delinquency and adolescent gambling: Implications for the juvenile justice system. *Criminal Justice and Behavior.*

Ste-Marie, C., Gupta, R., & Derevensky, J. (in press). **Anxiety and social stress related to adolescent gambling behavior and substance use.** *Journal of Child & Adolescent Substance Use.*

Upcoming Events

International Symposium on Gambling Prevention and Research: From Legislation to Action

March 1 - 2, 2005
Lausanne, Switzerland

Seventh Annual State-wide Compulsive Gambling Awareness Conference

March 10 - 11, 2005
Appleton, Wisconsin, USA

4th Annual Alberta Conference on Gambling Research

March 31 - April 1, 2005
Edmonton, Alberta, Canada

Discovery 2005 Conference

April 17 - 20, 2005
Niagara Falls, Ontario, Canada

19th Annual National Conference on Problem Gambling

June 23 - 25, 2005
New Orleans, Louisiana, USA

6th European Conference on Gambling Studies and Policy Issues

June 29 - July 2, 2005
Malmo, Sweden

Gambling Conference (APPGC)

November 23 - 24, 2005
Hong Kong, China



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